

Airsoft

ACTION

THE UK'S NUMBER ONE AIRSOFT MAGAZINE!

ARMOURY

G&G PREDATOR
WE AK PMC
BOMB SIMULATOR

EVENTS

AIRSOFT SURGEON EUROS
OPERATION ORION

SITES

ACE COMBAT
SPARTAN CQB
WENTWORTH CQB

WIN A SET OF CUSTOM
J-TAC REPLICA SAPI PLATES
FOR YOUR RIG!



PROUDLY SUPPORTING PILGRIM BANDITS

LOADED OR UNLOADED
METRO 2033 - PART ONE

COLD WAR WARRIOR
1960'S VIETNAM LURP

DEBATE
ARE YOU A LONE WOLF?

KIT&KABOODLE | GITAG! | TEAM FORMATION | FAMOUS RAIDS | SITE DIRECTORY



DEC. 2015 - £4.50



LAND WARRIOR AIRSOFT

PRICE PROMISE
We'll beat any price

CASHBACK ON EVERY ORDER

The leading online airsoft equipment specialist
and authorised distributor of all the brands below



UMBREX



Call: 0131 654 2452 or order online at
www.LandWarriorAirsoft.com



QR-CODE

RWA
INSPIRING IMAGINATION



SPS WAS FOUNDED IN 1996 IN SPAIN, AND IS A WORLD FAMOUS MANUFACTURER FOR HIGH PERFORMANCE COMPETITION AND TACTICAL CARRY PISTOLS. A COMMON SIGHT AT INTERNATIONAL PRACTICAL SHOOTING COMPETITIONS, SPS IS SYNONOMOUS WITH ACCURACY & PERFORMANCE.

RWA IS HONORED TO BRING THE SPS PISTOL TO AIRSOFT FOR PRACTICAL SHOOTING TRAINING & RECREATIONAL USE. POSSESSING THE TRADEMARK HAMMER AND TRIGGER, THE SPS FALCON AIRSOFT VERSION CLOSELY SHADOWS THE REAL FALCON FOR BOTH LOOK & FEEL. THE ADDITION OF THE ACCESSORY RAIL SUPPORTS THE USE OF TRAINING & TARGETING ACCESSORIES.



RWA IS THE EXCLUSIVE
WORLDWIDE LICENSEE FOR SPS

S.P.S.
FALCON

Unit C1, Northway Trading Estate, Northway Lane,
Tewkesbury, Gloucestershire,
GL20 8JH. United Kingdom.

Tel +44 (0)1684 273070
Fax +44 (0)1684 273052
Email rwuk.retail@redwolfairsoft.com



uk.redwolfairsoft.com



www.facebook.com/redwolfuk.retail



www.youtube.com/user/redwolfairsoft



Editor: **Nigel Streeter**

Assistant editor: **Gareth "Gadge" Harvey**

Graphic design: **Havoc Design**

Ad design: **Havoc Design**

Publisher: **Nigel Streeter**

Cover pic: **Les Lee**

UK 13-issue subscription rate: £46.50

UK 12-issue subscription rate: £43.00

UK 6-issue subscription rate: £24.00

For overseas prices email:

subs@airsoft-action.co.uk



Wyche Innovation Centre, Walwyn Road, Upper Colwall, Malvern, Worcestershire, WR13 6PL

Tel: 01684 878 003

Web: www.airsoft-action.co.uk

©Calibre Publishing Limited 2015

Distribution: Distributed to the newstrade by

Comag Magazine Marketing,

West Drayton, Middlesex UB7 7QE

Tel: 01895 433 800

Copyright © Calibre Publishing Limited 2015. All rights are reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise without the express permission of the publisher in writing. The opinion of the writers do not necessarily reflect those of the publisher. The editor reserves the right to edit submissions prior to print.

FIND US ON...

[facebook.com/AirsoftAction](https://www.facebook.com/AirsoftAction)

Search 'Airsoft Action'



Letter, idea or question?

Got something to say? A question for our experts? An article or article idea? Drop us a line and let us know. Either email the editor (nige@airsoft-action.co.uk), write to us at the Calibre Publishing address above, or talk to us on Twitter or Facebook.



16
ARMOURY: BOMB SIMULATOR



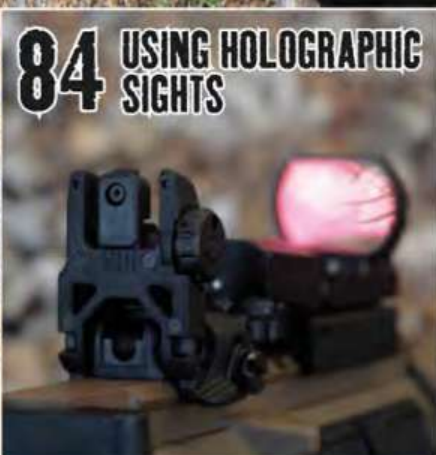
25
SITE:
ACE COMBAT
BRENCHLEY



30
COMBAT
MISSION:
OPERATION
ORION



58
EVENT:
OPERATION ZERO ONE THIRTY



84 **USING HOLOGRAPHIC SIGHTS**



88
SNAPSHOT:
WENTWORTH CQB

CONTENTS

DECEMBER 2015

6 NEWS

What's happening in the World of Airsoft

10 ROGUE'S GALLERY

Cool photos taken by *Airsoft Action* readers.

11 THE ADVENTURES OF MAG

Mag continues his adventures in *Airsoft Action's* exclusive cartoon.

12 ARMOURY: G&G PREDATOR

Ladies and gentlemen the new G&G Predator is here to bare its teeth and, Oh my goodness! What big teeth it has! Scott Allan explains...

16 ARMOURY: DUEL CODE BOMB SIMULATOR

The newest and most loveliest site prop I have ever seen has just been released. But Scott Allan asks "Is it an expensive paperweight or, quite literally, "da bomb"?"

20 ARMOURY: WE AK PMC

Jerry Noone gets his hands on a superbly engineered gas blowback "Kalashnikov" from WE Airsoft Europe and is sorely tempted to move away from his M4s!

25 SITE: ACE COMBAT BRENCHLEY

Les Lee heads into the wilds of Kent to report from a site that grew out of a passion for airsoft.

30 MilSim: OPERATION ORION

Scott Allan reports from Catterick Garrison, where he takes part in a 24-hour Combat Mission with Stirling Airsoft.

35 EVENT: 3rd AIRSOFT SURGEON EURO CHAMPIONSHIP

Nige reports from an event that has grown to be one of the most important events on the UK Practical Shooting calendar.

41 KIT & KABOODLE

Richard Bell gives us a roundup of some of the kit that has caught his eye recently.

42 DEBATE: TEAM PLAYERS

Gadge poses a question that most players have probably asked themselves at some point... Are you a "Team Player", or "Lone Wolf"?

46 GITAG: J-TAC SAPI PLATES

Body armour vests and plate carriers of various shapes and sizes are used by airsofters worldwide. Jerry Noone finds a solution to keeping them in shape and looking good as he once again "Gives It To A Geek!"

48 COMPETITION: J-TAC CUSTOM PLATES

Win a set of J-Tac Custom Replica SAPI Plates in our easy-to-enter competition and never have to suffer from "baggy rig syndrome" again!

50 LOADED OR UNLOADED: METRO MAYHEM

Post-Apocalyptic games can be tremendous fun and hugely involving if they're done right. This month Jerry Noone looks at how you can create a loadout on the cheap that will see you through the "end of days"!

55 COLD WAR WARRIOR: AIRBORNE "LURP" - VIETNAM, 1960s

Continuing his look at 1960s Vietnam, Gareth "Gadge" Harvey turns his attention to the LRRP.

58 EVENT: SPARTAN CQC

Kelly "Femme Fatale" Hardwick heads down to South Wales to take part in her first MilSim-type operation.

62 FEATURE: TEAMS - A NEW BEGINNING

Gareth "Gadge" Harvey starts a new mini-series based on his personal experiences of forming a team - the good, the bad and (sometimes) the ugly!

66 EVENT: ARNHEM ROUTE MARCH

Scott Allan travelled to Holland to take part in a memorial of a different kind.

70 FEATURE: COMMONWEALTH WAR GRAVES

Dan Mills gives us an insight into one man's vision of reporting and documenting each and every death on the battlefield in order that men did not simply disappear.

72 FEATURE: THE MAGINOT LINE

Jerry Noone delves into the historical side of things by visiting a number of the Maginot Line "Ouvrages" in Alsace and comes away very impressed by what he found.

76 WORLD WAR TWO: No1 ITALIAN SAS

Military Historian, Will Fowler, writes about a little-known SAS unit that took part in the last operational parachute jump of World War II in Europe.

80 BILLY BASICS: FAMOUS RAIDS

Billy takes a break from raids that can be used as the basis for an airsoft scenario, to write about one of the most famous raids carried out during WW2.

84 SKILLS: HOLOGRAPHIC SIGHTS

Andy Nightingale, from Pro-Tact Training, offers some advice about the correct use of holographic sights.

86 BOOK REVIEW: 47 ROYAL MARINE COMMANDO

As he has a keen interest in the subject, we asked Matt Limb OBE to read this book and let us know his thoughts.

88 SNAPSHOT: WENTWORTH CQB

In another of his "snapshot" reviews, Team Rhino's Angelo De Vito heads off to a riding school with a difference... airsoft!

93 SITE DIRECTORY & PRACTICAL PISTOL CLUBS

With the ever-growing popularity of Practical Shooting, we thought it was about time we started listing where you can go and take part - as well as over four pages of awesome airsoft venues!

98 DEALER LISTING: AIRSOFT ACTION'S ADVERTISER INDEX

Find who you are looking for in our listing of all the adverts that appear in this issue.

AIRSOFT NEWS

SPEED Externally Tuneable HPA M4 Triggers

SPEED Airsoft new Externally Tuneable HPA M4 Triggers will bring out the beast in the Polarstar and Wolverine HPA conversion systems.

The new SPEED Externally Tuneable HPA M4 Triggers incorporate dual set screws, which players can now adjust externally, and fine tune anytime with no need to remove the mech box from the receiver. The new SPEED Externally Tuneable HPA M4 Triggers will include a specially designed coil compression spring that reduces the pull tension, so players with the Polarstar and Wolverine systems can rip off lightning fast strings easily even in semi-automatic mode.

The new SPEED Externally Tuneable HPA M4 Triggers available now:

- SA5002 SPEED HPA M4 Standard Tuneable Trigger (Silver)**
- SA5003 SPEED HPA M4 Standard Tuneable Trigger (Black)**
- SA5004 SPEED HPA M4 Blade Tuneable Trigger (Silver)**
- SA5005 SPEED HPA M4 Blade Tuneable Trigger (Black)**

SPEED Airsoft products are all in-house CNC precision machined from USA grade billet aluminium by SPEED Airsoft in Canada.

All SPEED Airsoft products are available through your favourite airsoft dealers worldwide.

For more info, visit their website at www.SpeedAirsoft.com or contact them at SpeedAirsoft@gmail.com



Longshot Sports

Longshot Sports is a relatively new airsoft company and aim to offer a range of entry level, to high end products.

They have been looking for a larger-sized retail outlet for some time and while what they now have is by no means huge, it's a great start offering a courteous, laid back approach to what is an extremely popular hobby.

Set hidden away in the quiet village of Birstall, they have a host of airsoft goodness for all to look at, from guns to goggles, gas to bbs, tactical clothing to tactical bags and all the way through to Thor's hammer (but maybe that's just reserved for those that don't take their hits!)

Along with all that we also stock a range of Archery, Crossbows, Sling shots, Blank firers, Blades, Paintball and all the extras to go with them. So if you're in the area, or even if you're not, take a drive and come see what we have to offer. Along with what's in store we can order a large variety of other products.

59A Sibson Road, Birstall, Leicester, Leicestershire
www.longshotsports-store.co.uk



Airsoft Zone

For All Your Airsoft Needs
**Price
Match
Promise***
*Terms & Conditions apply please see website for details



Mk23
SOCOM

CM1 SRS

HI-CAPA 5.1
Gold Match

M&P 9V
CUSTOM

CM1 SRL

CM1 SRXL

P226 E2

EAGLE 50AE

CM18 MOD1

FN 57

CM16 MOD0

G17

GC16 SPR

M870 Breacher

CM16 RAIDER-L

Magazine for
Glock 17 / 18C

Shot Shell

BB XL Speed Loader

www.airsoftzone.co.uk

Airsoft Zone Ltd
Unit 2 Detection House
Brooklands Approach
ROMFORD
RM1 1DX

MON - FRI: 11.00-18.00
SAT: 10.00-17.00

tel: (44) 01708 733 275

FIRE HAWK

ETU Electronic Trigger
Unit Burst MOSFET for
CM16 Series V2
Gearboxes G&G

<http://www.facebook.com/airsoftzone.co.uk>



THE LONE STAR STATE

SPEQ-SE.com is very happy to announce it has become reseller for the high quality brand Lone Star.

The Lone Star Tactical (LST) company's assault rifle replicas set a new standard of quality of the M4/M16 family replicas. Based on the checked Tokyo Marui standard the manufacturer – Evolution Airsoft – developed everything what was not finished until today and make the replica look even closer to the original. The Hardcore Series is a top line of replicas of the Italian Evolution Airsoft company. These replicas are made in Hong-Kong under severe restriction and surveillance. How does the Lone Star stand out from the other proposition available on the market?

The Lone Star replicas are predominantly high quality that is confirmed by meeting the MIL Std 105E – ISO 2859-1:1999 quality control standards. When you take the replica in your hands we know what are we dealing with – there is no place for lose parts – we can forget about a swinging grip or a hole between the upper and lower receiver – everything it perfectly fitted.

The colour of the replica draws attention – it is not black, but dark grey, produced according to the coloristic specification of the real firearm. There is a fully licensed marking/logo of the original located on the body by the individual serial number and the whole part is made of anodized aluminium. Another element that is not found in electric replicas is the imitation of all pins which are a not a mold, but separate parts in a characteristic color. There is also a functional

bolt-catch at your disposal. After pulling the cocking handle, the bolt-carrier imitation blocks itself allowing to adjust the Hop-Up system. After we adjust the system all you need to do is press the actuator in order to get the bolt imitation back in place and in order to protect it from dirt.

The one piece barrel that is made with the use of the CNC machinery and is as resistant as the whole body. Inside of the replica, there is a high quality gearbox. Steel thread wheels are placed on 7mm metal ball bearings. Despite the fact that the replica's stock muzzle velocity is 330 FPS the other elements of the gearbox are able to withstand a M120 main spring so we can achieve the muzzle velocity of about 400 FPS just by switching the main spring. Depending on the model different rail systems or attachment are mounted and/or an adjustable stock is mounted. All Lone Star replicas include a unique serial number with certificate, a high-cap magazine, cleaning rod and user manual.

We have a special offer for Airsoft & Military Blog readers: 15% off until 31.12.2015 with discount code LSTAE15 on every Lone Star replica, including all sorts of extras like batteries, bio BB's, rifle cases, magazines and bb-loaders.

Lone Star replicas: <http://www.speq-se.com/brands/lone-star/>

Facebook: <https://www.facebook.com/speq.se>

Twitter: https://twitter.com/speq_se

Pinterest: <https://www.pinterest.com/speqse/>

Instagram: <https://instagram.com/speq.se>



OUTLOOK:

• FULL METAL CONSTRUCTION • REAL GUN LOGO • WORKING BOLT CATCH LEVER
• METAL HOP UP CHAMBER WITH SEALING O-RINGS • ONE PIECE ALUMINUM OUTER BARREL • STAMPED STEEL RAIL SYSTEM • VERTICAL FOREGRIP • SPARE BATTERIES HOUSINGS • REAL GUN BODY COLOUR

TECHNICAL SPECS:

• 3000B MAGAZINE • REINFORCED GEARBOX • STEEL GEARS WITH BALL BEARINGS
• VARIABLE PITCH SPRING WITH SPECIAL COATING • SECTOR GEAR WITH DELAYER CAM • REINFORCED TAPPET PLATE • TOP QUALITY TRIGGER SWITCH AND WIRINGS
• REINFORCED PISTON WITH VACUUM PISTON HEAD

MIDWALES CHARITY EVENT

On Saturday 11th September, Midwales airsoft treated some Royal British Legion members and friends to a taster game of airsoft at the Midwales airsoft site in Mid Wales.

Some of the ex-military riders are sufferers of PTSD (Post Traumatic Stress Disorder), so no pyro or the inside of the bunkers were used. Considering none of the members had ever heard of airsoft they had a great day and some were so enthusiastic they were very disappointed to leave.

We raised £146 for:

The Poppy Appeal

SSAFA (Soldier, Sailor, Airman and Families) Charity

NABD (National Association for Bikers with Disabilities)

National Museum of Brecon

Midwales Airsoft would like to say a big thank you to everyone who helped make the event a big success.

VIPER KIT COMPETITION WINNER

There wasn't time to get our winner into the last issue of the magazine, so here is the lucky winner of the Viper Kit Competition, Andy Self, rocking his new rig.

Thanks again to the guys at Viper for sponsoring this great competition.

For more information on the entire Viper range, head over to: www.viperkit.co.uk



Minimum *COST!* ...
Maximum *BENEFIT!*



www.jdbay.net

The only online airsoft auction site worth bidding on!



Lo-Call: 0845 600 5144

international: +44 1543 578629

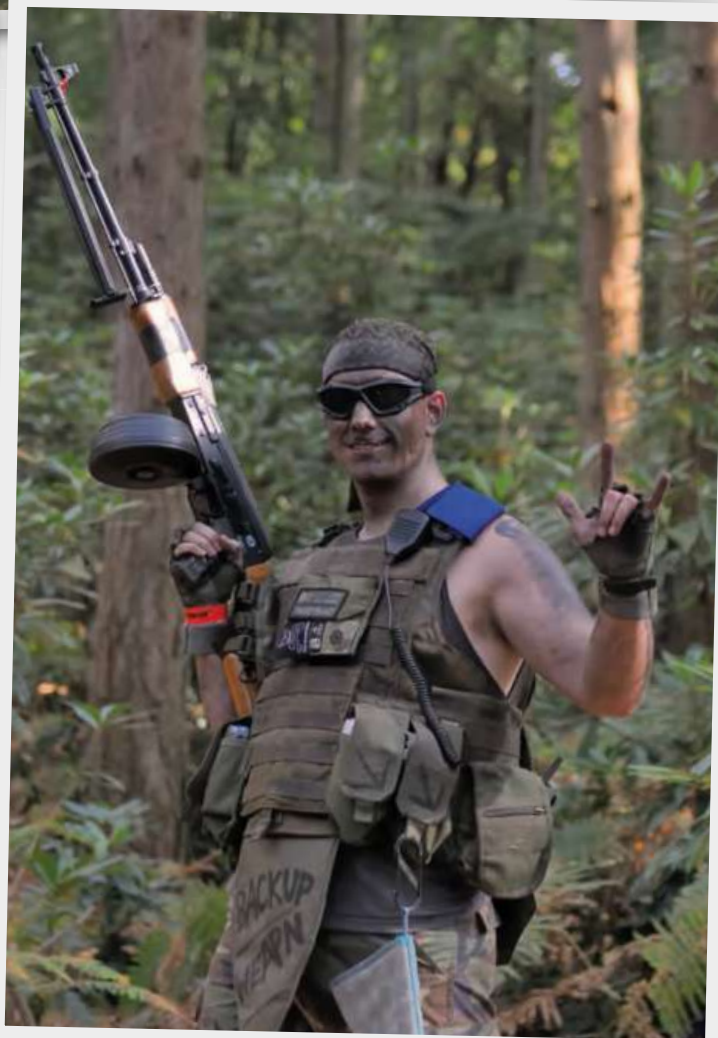
Email: SALES@JDAIRSOFT.NET

JD Airsoft Limited
Unit 5 Virage Park, Green Lane, Walsall Road,
Cannock, Staffordshire, WS11 0NH



UKARA
APPROVED

ROGUE'S GALLERY



This page:
From STEVE SINTON



This page:
ROBIN GILBY with G&G M4
at Gunman MilSim, Eversley
Pics: Wyvern Airsoft

INFORMATION

Are you seeing yourself in *Airsoft Action*?
Email your photos via email
(info@airsoft-action.co.uk) or share on
Facebook page (*AirsoftAction*), plus a
few words describing what's going on in
your page.



THE ADVENTURES OF MAG

CARTOON



©2015 - Survival of the wettest

Chris Chatburn - hiwez.com



PREDATOR!

LADIES AND GENTLEMEN THE NEW G&G PREDATOR IS HERE TO BARE ITS TEETH AND, OH MY GOODNESS! WHAT BIG TEETH IT HAS! SCOTT ALLAN EXPLAINS...



THE LVOA WIRECUTTER RAIL WAS an instant hit in the US, especially after the much-loved Chris Costa started using one. So when G&G get a sniff of something the market likes they are always fast to react and come up with their own interpretation of the design – and the Predator was born.

The G&G range of M4s is, at best, really confusing; with CMs, GCs, TRs and GRs, what does it all mean? In truth I'm not always very sure. As soon as they seem to *nearly* standardise the numbers and lettering, it all changes again! That said, their M4 range has long been one of the most popular models in the Airsoft market - and quite rightly so. Their consistent good looks, exceptional reliability, tantalising price tag and solid performance meant you really could not go wrong. Now with the new styled Predator, have they truly peaked?

SO WHO ARE G&G?

Guay Guay is based in Taiwan. They are a cutting-edge manufacturer who listens to the consumer, although it seems like they listen to absolutely everyone and end up manufacturing some odd things sometimes.

G&G produce more models than any other manufacturer by a sizable stretch. Their rate of innovation and improvement is unmatched by any other manufacturer too and they continue to burst forward in leaps and bounds. The only other manufacturer that is close to them is Tokyo Marui, who also manufacture brilliant rifles, just not very often. The GC range seems to be the full metal Combat Machine range that is technically the entry level series. That said they are putting out amazing designs and fantastic rifles. There is nothing "entry level" here that I can see.



“AT FIRST GLANCE THIS RIFLE SHOUTS “HEY LOOK AT ME! I WANT TO BE THE LOVE-CHILD BETWEEN A MEGA ARMS MKM AND AN LVOA!”

THE REAL STEEL M4/LVOA

The LVOA manufacturer by War Sport in the US is a 5.56mm rifle like so many. It is largely War Sport's take on the ever-popular AR15/M4 platform that we all see and love every day. What was slightly more interesting about the LVOA though, was the way that the rail shrouded the flash hider. Undoubtedly there is a claim that this offers some kind of advanced handling yet it would appear to be largely aesthetic, which is fine too. Krytac have the War Sport license and will be releasing an exact replica LVOA rifle later this year, though G&G's offering pips them to the post.

BACK TO THE G&G GC16 PREDATOR

At first glance this rifle shouts “Hey look at me! I want to be the love-child between a Mega Arms MKM and an LVOA!” but then you notice the changes that G&G make in their designs to avoid making a straight copy. From the metal Keymod front rail, to the chunky and solid adjustable stock, the Predator is a well-rounded and damned fine-looking rifle. I'm not going to lie, this may be the best looking G&G rifle to date - even though the front rail does look a little like a bottle opener. The full metal construction offers rigidity from nose to tip, which means your rifle should stand up to the rough and tumble on the game field.

Out of the box, I was fairly certain I knew what performance to expect. While I did not expect it to surprise me, the Predator sports the excellent new

G&G gearbox that I knew from previous reviews was great. The trigger is snappy and certainly better than previous G&G rifles, I originally figured it was something to do with the 11.1v Lipo it happily took but it was not until I got into the guts of the rifle that I found out really what was going on. Chronographing at 330fps on the nose means it is the perfect all-round rifle and the range was in and around where I expected it to be, out to the 45–50 metres comfortably.



Some of you have noticed the mention about trigger performance earlier? Well it turns out G&G have been very clever...

Trigger contacts can be an issue in rifles and you will hear people endlessly complain that they burn out when, in reality, I've only ever known one rifle be "bad" for it. They do sometimes burn out but it certainly isn't as prolific as the forums and Facebook will make out. Every time you pull the trigger a male and female contact touch, just as they touch a tiny spark arcs between them and causes miniscule wear. Eventually they can burn out but the only two rifles I've ever had it happen to, was a Tokyo Marui Sig 552 after two years of single shot and the VFC 417 which seemed to be a bit more susceptible to it if you used 11.1v batteries.

The electronic trigger is similar to the Airsoft Systems Control Unit, or ASCU. The only key drawback with the G&G version is that the main board lives in the stock tube and not in the gearbox. If they'd got it in the gearbox this probably would've been the greatest trigger unit ever made by a manufacturer. That said it being in the stock tube isn't a massive deal and I am actively looking for faults with the SRL. The plastic hop unit sports a brace to hold it against the gearbox to help prevent vibration or wobbles. This is to help prevent the front of your gearbox case cracking.

The firing modes of the trigger are easily programmed between two modes. Each mode changes the full auto selection between 3 round burst and full auto. To change this you simply set the rifle to semi auto and hold the trigger down for 10 seconds. Perfect and simple for any player to understand and use.

There is a ton of thought that has gone into the new G&G rifle range from function to ergonomics, okay some of it is leaning heavily on existing designs but there is no denying how good it looks. The ambidextrous fire selector is very solid and the clicks are positive, the internal cog designs look not unlike that used in the VFC designs. The fire selectors are also two slightly different sizes so the "weak" side doesn't cut into your hand. "What if I'm left handed?" I heard you cry, well you can simply swap them over to keep things functional. The ergonomic pistol grip, while not my favourite style, is extremely comfortable and fits the hand really well. The adjustable stock also holds spare CR123 batteries for your flashlights and lasers and it has a rear sling point pre-fitted behind the body. The SR25-style sights are removable and flip up and are more than up to the job. The only thing I still don't really like is the high capacity magazine that G&G have designed - for me it's just a bit ugly. It just looks like it's trying too hard to be funky and while it is a great magazine, it isn't a style I would use personally.

Being a full metal rifle it is slightly heavier than the lightweight Combat Machine range. This means it will be slightly slower to shoulder and aim than a lighter rifle. That said these are still fairly lightweight compared to many other full metal rifles out there. The lighter a rifle is the less tired over

the day you will become. Keymod looks cool but I'm a bit lazy with them and end up never attaching the rails on so they can be a bit pointless for some people. So I like the look but prefer a RIS front end to cater to my rail attaching laziness. The range and accuracy could be better as the rifle does have a standard brass barrel but it is more than reasonable for the rifle style and price. A tightbore barrel in there would sort out 90% of the fliers when shooting. Additionally I would have the trigger shimmed to reduce the trigger pull and that is easily done by an experienced technician.

CONCLUSION

The Predator is not the only one in the range of new G&G rifles but it is probably the most distinctive with the cool front rail. The design of this rifle is complimented very well by the advanced trigger system that is easily one of the best G&G have ever produced. £260 is still fairly reasonable pricewise and certainly not overly. The only way this rifle could have been any better in my eyes is if it had been trigger board had been contained within the gearbox, instead of the stock tube and it came as standard with a tightbore barrel. That said they don't actually affect the performance of the rifle and the cost is very reasonable.

I think G&G have just raised the bar another notch leaving many other manufacturers behind even further.

FEATURES

- FULL METAL RECEIVER
- METAL KEYMOD WIRECUTTER STYLE RAIL
- ADJUSTABLE CRANE STYLE STOCK
- UPGRADED HOP UNIT
- 8MM BEARING GEARBOX
- STEEL GEARS
- GREEN HOP RUBBER
- AMBIDEXTROUS FIRE SELECTOR (REVERSIBLE)
- ASCU STYLE ELECTRONIC TRIGGER (PROGRAMMABLE)
- 300 ROUND HIGH CAPACITY MAGAZINE
- REMOVABLE FLIP UP SIGHTS
- LENGTH 810MM
- WEIGHT 2.5KG
- FPS 330FPS WITH BLASTER 0.20G BB
- RRP £260





NUPROLTM PMC

PERSONAL MILITARY CLOTHING RANGE

NEW

COMPLETE COMPREHENSIVE RANGE OF PLATE CARRIERS, POUCHES AND BAGS



- MANUFACTURED FROM HEAVY DUTY NP 1000D MATERIAL.
- HIGH QUALITY ZIPS, CLIPS AND CLASPS ACROSS FULL RANGE.
- MANUFACTURED TO BE DURABLE AND HARD WEARING.
- MADE SPECIFICALLY FOR AIRSOFTERS.



BLACK



NPC



OD GREEN



TAN

NUPROL PMC RANGE IS THE NEW MUST HAVE COMPREHENSIVE RANGE OF AIRSOFT TACTICAL KIT BY NUPROL.

THE NUPROL PMC RANGE HAS BEEN DEVELOPED SPECIFICALLY FOR AIRSOFTERS AND COMES IN FOUR DIFFERENT COLOURS

PLATE CARRIERS, VESTS, POUCHES & RUCKSACKS THE PMC RANGE HAS IT ALL.



WWW.NUPROL.COM

DOMINATE THE FIELD WITH PMC



BOMB SIMULATOR

THE NEWEST AND MOST LOVELIEST SITE PROP I HAVE EVER SEEN HAS JUST BEEN RELEASED. BUT SCOTT ALLAN ASKS "IS IT AN EXPENSIVE PAPERWEIGHT OR, QUITE LITERALLY, "DA BOMB"?"

THE DUEL CODE BOMB SIMULATOR V3.0 was first unveiled at the 2015 IWA show and I was excited straight away. Duel Code had a really great stand, showing (in my opinion) products that promised to be the most innovative Airsoft goods for some time. The Bomb Simulator really caught my eye and even though I had to wait for it to finally be released, so that I could use it on the Airsoft Edinburgh game site, it has been worth the wait.

Duel Code is distributed by Skwairsoft in Spain (I am unsure where one company ends and the other begins truthfully) was a slightly surprising sight to see. Generally, airsoft companies are from the Hong Kong and Taiwan region so European is always very welcome too. I spent over an hour on their stand chatting about the products they had on display and all of them looked clever and well-made albeit just in the late testing phase.

The Bomb Simulator isn't the newest thing I've ever seen in Airsoft. I've seen a variety of suitcase bombs made over the years and while most are good, they are either extremely

expensive or they are chunked together by a guy on a game site and look a bit poor, yet function to perform a job. Until now I've not seen a version promising to be as versatile, or as professional-looking as the Duel Code version, not by a long way.

Making something like this is tricky. It's never going to be very cheap to do and the more functions you put into it the more expensive it will be – and the more complicated it will be to use. What you don't want is a dozen airsofters standing around it scratching their backsides trying to work out what the hell they are meant to be doing with it!

The appearance of the Bomb Simulator is amazing. It's just under a metre long and while heavy, it isn't *extremely* heavy. The overall appearance is robust-looking and while I doubt you could throw it off a tall building and expect it to survive, it should take the odd knock on the skirmish site without any real issue. The overall look definitely screams "movie-grade nuclear weapon!" and with the lighting and sound systems build into it, it fits the part extremely well.

The bomb has a liquid sealed inside (that bubbles up and lights up different colours) that is designed to portray the nasty stuff inside that you don't want to be near and it sports different game modes which are all programmable:

- Counterstrike
- Assault
- Domination
- Explosive
- Demonstration

COUNTERSTRIKE MODE

This is based on the classic Half Life mod game. One team has a bomb that can be armed either by a code, arming button or an accelerometer. The other team can then disarm the bomb via one of the previous mentioned methods. The overall game time and the bomb live time is adjustable too.

ASSAULT MODE

Much like the Counterstrike mode but the bomb can be active and deactivated several times. Like the Counterstrike mode all the methods of arming, disarming and timings can be adjusted.



“THE OVERALL LOOK DEFINITELY SCREAMS “MOVIE-GRADE NUCLEAR WEAPON!” AND WITH THE LIGHTING AND SOUND SYSTEMS BUILD INTO IT, IT FITS THE PART EXTREMELY WELL.”

DOMINATION MODE

This is the classic “capture the flag mode”; each team has a button they must push. By pushing either the red or the blue button you arm the bomb for your team and the bomb counts up a timer for each team. The bomb also keeps track of the game time on top of this. The time it takes to arm is adjustable to whatever period you choose.

EXPLOSIVE MODE

Does what it says on the tin! The bomb is just a bomb, you can change timings, arming and disarming methods along with the tilt sensors to set it off.

Demonstration mode; handy for showing off the various features available at shows or at lunch time in the safe zone

As you can see there is a fairly extensive list of ways the bomb can be used. Sadly I didn’t get a chance to use the “ThunderB” or smoke grenade features but I will endeavour to try these out as soon as I can. Certainly the players on the site were excited to use the Bomb Simulator. Most didn’t even really care how it worked they just watched the bubbles and lights and giggled as the counter chirped away!

I’ve tried 4 different games with the Bomb Simulator so far...

Domination; we ran this in a base on the game site as we’d run capture the flag games there before. It worked as the previous games and while it was nice it didn’t bring too much newness to the game.

Assault mode; we ran this much like the Domination game with the bomb in a fixed place. Once a team had fought in and secured the bomb the defending team had to retake the base.

Explosive mode; running this we changed up a couple of different things. Once we had two scientists running around with codes that would activate the bomb and that gave an additional element to the game. Another version made a team attack an enemy position whilst carefully carrying the armed bomb to their base.

Each game will be tweakable slightly to suit different scenarios and from the few games I’ve run with it I now have other ideas and ways in which the bomb can be integrated into a game. In short, it definitely has mileage due to the flexible nature in which it can be used and set up. The only fear with any item like this is if someone decides to maliciously damage the bomb unit by shooting it. It is said to be rated to 2 joules but things like the switches and keypad undoubtedly wouldn’t stand up to a sustained punishment.

CONCLUSION

Is it worth it? Well it’s bloody expensive for a start but for a game site it is a worthwhile investment for a business. Too often have I played at sites with nothing but woodland and charging £15 every week for years on end, with absolutely nothing ever being invested into it. This unit is a quick and easy investment offering flexibility in a fun way. The only way they could be better is if you had more of them!



TECHNICAL INFORMATION

- Setup through numeric keyboard with digital display
 - Built in aluminium, polycarbonate and high-quality ABS. Impact resistance up to 2 joule.
 - Battery required: 12v or lipo 11,1v (not included)
 - 12v external outlet for transformer (not included)
 - Socket for smoke machine (smoke machine optional)
 - Programming USB port
 - Sirens Volume controller 120db
 - Deactivation switch for bubbles and light system (energy save)
 - Motion sensor for arming or detonation
 - Detonation mechanism for thunder grenade
 - Net Weight: 8kg
- The device includes:**
- Bomb simulator
 - USB connector
 - Turn On/Off keys
 - Mini tamiya connector with 20cm of cable
 - Thunder grenade safety pin (grenade not included)
 - User’s guide
- Guide Price €430



FIRE SUPPORT



LCT airsoft

LCT AEGs IN STOCK

The famed quality, real wood and steel construction of LCT AEGs is now available from Fire Support.

GREAT NEW PRICES COMING SOON!

LCT AIMS NV AEG

LCT AIMS AEG Airsoft Gun.

The Romanian version of the AKM and AKMS, identifiable by the vertical foregrip integrated into the handguard and metal folding stock was renamed as the AIMS..

Steel receiver and folding stock, real wood foregrip.

Includes hi-cap mag

Battery 8.4v Stick (Type 05) not included..



LCT LCKM-63 AEG

LCT LCKM-63 AEG Airsoft Gun.

Steel receiver, barrel and foregrip.

Real wood pistol grips and stock.

Front and rear sling points

Single shot and full auto fire modes.

Adjustable Hop-Unit

includes 600rd hi-cap mag,

Rear wired with mini Tamy connector.

Battery 8.4v - (Type 03) or 7.4v Li-Po part: KB-1922-2a



OPEN MON-SAT - BUY IN STORE OR ONLINE - REPAIRS UNDERTAKEN
www.fire-support.co.uk - 01733 247171

LCT TX-63 AEG

LCT TX-63 AEG Airsoft Gun.

The AK-74 is an assault rifle developed in the early 1970s in the Soviet Union as the replacement for the earlier AKM. The rifle first saw service with Soviet forces engaged in the 1979 Afghanistan conflict. Presently, the rifle continues to be used by the majority of countries of the former USSR.

Steel receiver, RIS System, Barrel, Flash hider, Gas block... Wood stock and Pistol grip. Front and rear sling points. Includes Hi-Cap Mag

Battery 8.4v Stick (Type 05) not included..



LCT RPK NV AEG

LCT RPK AEG

The Real Steel RPK functions identically to the AK-47. It also uses the same 7.62x39mm ammunition. It has a similar design layout to the AKM and AK-47 series of rifles, with modifications to increase the RPK's effective range and accuracy, enhance its sustained fire capability, and strengthen the receiver.

Specifications:

Built Material: Steel / ABS / Wood
Gear Box: Ver.3
Magazine Capacity: / hi cap 600rds
Weight: 3450g
Battery: 8.4v Mini (Type 03) 9.6v Mini (Type 04)



CONTACT US FOR TRADE SALES OF ICS AND OTHER TOP BRANDS
sales@fire-support.co.uk - 01733 247171



AK47... GBB STYLE!

JERRY NOONE GETS HIS HANDS ON A SUPERBLY ENGINEERED GAS BLOWBACK "KALASHNIKOV" FROM WE AIRSOFT EUROPE AND IS SORELY TEMPTED TO MOVE AWAY FROM HIS M4S!

ON NUMEROUS OCCASIONS IN MY reviews I have used the word "iconic" to describe an airsoft replica - and perhaps I do so too glibly. When it comes to one single firearm there is absolutely no doubt that someone with even the most fleeting of interest in firearms, will immediately recognise the distinctive angular, some might even say "agricultural" outline of the Automat Kalashnikova or "AK" 47.

Wherever you look at the moment, for the right or the wrong reasons, you will see the AK on news reports and on the front page of most daily newspapers. From Vietnam in the 1960s to Iraq of the current day, the AK will be the weapon of choice for many. And that's not just the "bad guys" as the AK will quite often be the weapon issued in theatre to private military contractors or "PMCs".

The AK has been available in vast numbers worldwide since its introduction in 1947, hence the nomenclature. "Introduction" is strictly not the correct word though, as it was only prototypes with the first serial numbers that entered service in that year. It was not until 1948 that the Soviet Army started receiving this remarkable rifle as general issue but since that date, in one iteration or another the Kalashnikov "machine" has continued to roll.

Towards the end of WWII the Russians had managed to capture various models of the German "Sturmgewehr", a revolutionary design that had transformed the capabilities of their foes on the Eastern Front. The "Stg" made use of an intermediate cartridge heavier than that of a submachine gun but lighter than that of a traditional bolt-action rifle. Looking to the success the Germans were achieving with both the cartridge and the weapons platform utilising it, the Soviets decided that they needed to look in the same direction. In March 1944 the new 7.62x39mm M43 intermediate cartridge went into mass production and at the same time, Soviet planners decided that a whole range of new small arms should use it, including a semi-automatic carbine, a fully automatic rifle and a light machine gun. Design contests for these new weapons began in earnest in 1944.

Numerous Russian firearms designers immediately jumped on board with the project, including seasoned veterans of the industry such as Tokarev, the inventor of the army pistol already tried and tested in service. It was a relatively new designer that came to the fore however, a former army officer who would give his name to the rifle that would become a symbol to communist-inspired nationalists worldwide; that man was Mikhail Kalashnikov.

Whilst wounded and convalescing, the young officer had tinkered with plans for various types of infantry weapon but none of his designs were adopted. It was not until the later 1940s that his designs were given a serious look and it was not until the trials of 1946 that his design team in Kovrov submitted an entry to the military for appraisal. It was a gas-operated rifle which had a breech-block mechanism similar to Kalashnikov's





older designs but that fed from a distinctive curved 30-round magazine. Kalashnikov's rifles, AK-1 and -2 proved to be reliable and the weapon was accepted to a second round of trials, along with designs by Dementyev and Bulkin. In late 1946 during testing, Aleksandr Zaitsev, an assistant to Kalashnikov, suggested a major redesign of the AK-1, already impressive given its milled receiver, to improve reliability. Although initially sceptical Zaitsev managed to persuade Kalashnikov and changes were made.

The new rifle proved to be simple and reliable under a wide range of conditions with convenient handling characteristics; prototypes with serial numbers one to three were completed in November 1947. Production of the first army trial series began in early 1948 at the Izhevsk factory and in 1949 it was adopted by the Soviet Army as "7.62 mm Kalashnikov Assault Rifle".

And so began the legend of the AK.

FORMIDABLE

Used around the world and produced under licence by many communist states, the AK47 proved to be a formidable and

"GAS-POWERED REPLICAS ARE POSSIBLY THE CLOSEST THING YOU'LL FIND TO THEIR "REAL WORLD" COUNTERPARTS IN TERMS OF OPERATION, AS THEY HAVE NO ELECTRICAL COMPONENTS, AND OPERATE FROM A BOLT SIMILAR TO THE REAL THING."

highly effective battlefield rifle. Unbelievably rugged and durable it was said that the AK would fire even after having been buried in mud for considerable periods. Incredibly easy to maintain, it was the ideal weapon for poorly trained indigenous forces as well as for trained soldiers.

That said, anyone who has ever fired a real AK will tell you that the recoil is also somewhat formidable and the rifle hard to control unless you really put your mind to it. Once controlled though, it is accurate out to 400 metres which is more than sufficient for most infantrymen.

Changing methods of deployment meant that Soviet



“THE “PMC” IN OPERATION IS A DREAM, FUNCTIONING ENTIRELY LIKE A REAL AK MODEL; THE ONLY PART OF READYING THE REPLICA FOR FIRING IS THAT YOU NEED TO CHARGE THE MAGAZINE WITH GAS.”

troops were delivered to the battlefield in vehicles and the AK went through further development to include models with an underfolding, skeletonised stock which dramatically reduced the length of the rifle when used by paratroopers or motorised infantry.

The AK47 also has another couple of unique characteristics.

Most assault rifles are manufactured predominantly for the right handed user with the cocking handle on the left-hand side, so that the dominant right hand can stay in place on the pistol grip when cocking or changing magazines. On the AK it is on the right.

The safety mechanism also differs from the traditional “safe, semi, auto” format, becoming instead “safe, auto, semi”. This at first seems unusual but given the Soviet preference to engage the enemy with overwhelming force utilising fully automatic fire, perhaps it is not actually so.

The AK47 is undoubtedly a fine combat weapon and initial models were actually very, very well made. Unfortunately this also meant it was expensive and involved to produce, so eventually changes were made and the AKM (Modernised)

entered service. Still a solid rifle, the AKM reverted to a stamped metal rather than machined construction, with a parkerised bolt rather than the polished steel version of the AK47. A distinctive slanted muzzle brake was fitted to assist with the barrel rise caused by the excessive recoil mentioned earlier, and a cyclic rate reducer incorporated. There are other minor detail changes such as a ribbed top cover but essentially the AKM was a logical development of the AK which reduced both cost of production and manufacturing time. Even with the changes, the AKM remains a highly effective combat rifle.

GOING PMC

So how does the replica measure up? The team at WE Airsoft Europe are, in my opinion, some of the hardest working guys in UK airsoft right now. They took an underperforming brand and transformed it into a model that others should seriously look at. Initially working with existing replicas from the Far East I know for a fact that they have put time, effort, and no little money into developing things forward with new unique European releases and have worked directly with the factories to ensure that what comes to market is every bit as good as it can be. I also know that they have recently spent a considerable amount of time out in the Far East and USA to ensure that things move forward in the best possible way.

They have some pretty unique models available and their “Katana” M4 AEGS are being used not only as a great airsoft rifle in their own right, but by custom-builders for the base of special builds given their reliability. WE Airsoft Europe are also very well-known for their work with gas powered replicas and it’s to this that I come now.

Although many players are happy with the M4 style platform, many of us long for something a little different. In games with a themed scenario where accurate uniform representations separate the sides it’s also useful to be able to reflect that in the choice of rifle replica used.

This of course leads me neatly onto the WE Airsoft Europe “AK PMC” gas blowback. Summer in the UK is the ideal time to use a gas rifle, given that the “driving force” performs better and more consistently in warmer weather and it’s been





my delight to test numerous models of gas-powered replicas during this period this year. Gas-powered replicas are possibly the closest thing you'll find to their "real world" counterparts in terms of operation, as they have no electrical components and operate from a bolt, similar to the real thing. Power comes in general from the magazine where the gas is. Gas blowback rifles can also be field-stripped much like the real thing and upgraded with all manner of aftermarket parts; for the airsofters who, like me, also enjoys historical re-enactment, a gas replica is the ideal thing. I tried fitting aftermarket pistol grips and furniture and experienced no problem in doing so.

The "AK PMC" is actually based on a gas blowback AKM rather than an AK47, as it comes fitted with the ridged top cover and the distinctive muzzle brake. A lustrous black full metal throughout this is a sturdy beast, feeling solid and durable in the hands. Where this differs immediately from the standard AKM is the furniture fitted. Many friends who have served overseas in a private security capacity have told me that when they have been issued their firearm "in country", it is often an AK of one type or another. Many in the past have carried out with them their own optics and accessories to further enhance operation and control of the rifle.

The "PMC" reflects that in every way and comes ready fitted with an M4-style buffer tube and "crane"-style stock to the rear. This gives great versatility in getting the replica to "fit you". There is also an ambidextrous quick detach sling swivel included in this setup. There are standard iron sights fitted, adjustable for windage and elevation but at the front end rather than the woodwork you might expect to find on an AK there is a "polymer" setup, similar to that offered by US company TAPCO, which offers a quad handguard with rail sections for accessories top, bottom, and both sides. The top rail actually extends forward of the handguard itself for the easy fitting of larger optics should you desire. Taking the advice of friends who have "done it for real", I fitted a simple "T" style dot sight that WE Airsoft Europe offer as an accessory. This in itself is a super little bit of kit, coming with both high and low level mounts so that you can co-witness it to the iron sights of virtually any model of replica. In operation the simply adjustable red or green dot is bright and easy to acquire even in strong sunlight. There is also a side rail fitted to the left of the main receiver which means you can fit even bigger optics should you wish to, although you will need to acquire the rail itself as an accessory.

The "PMC" in operation is a dream, functioning entirely like a real AK model; the only part of readying the replica for firing is that you need to charge the magazine with gas. For testing I used some of WE Airsoft Europe's own NUPROL 2.0 High Performance Premium Green Gas, which functioned superbly in warm weather. NUPROL 3.0 and 4.0 have now been introduced for the cooler months of the year so I look forward to testing this and reporting back in due course.

Once the metal 30 round magazine was ready, the chronograph registered a very consistent 300fps using .20g BBs, with only one "flier" going out at 328fps. Once everything was set up BBs were happily sailing out to a good 70 metres with a good, flat trajectory. Searching online I have come

across higher velocities being quoted due to the fact that some retailers still have older pre-WE Airsoft Europe stock (the guys have even ensured that new models have been set up specifically for our home market!), so it's probably best to check with the individual retailer so as not to fall foul of site limits.

On semi auto with the selector set on the lowest setting accuracy was spot on, with an empty plastic BB bottle being easy to hit at mid-range and a sandbag at extreme range. Switching to the mid selector point the "PMC" chugged out at a good rate with the additional pleasure of having the bolt slam back and forward with each shot. The rate of fire is slower than that of an M4 but with a really addictive "Kalash Clack" and I can see that in a firefight this would give additional realism and put a big old grin on your chops.

Overall my time spent with the "AK PMC" from WE Airsoft Europe was thoroughly enjoyable. If your style of play is more "MilSim" than "Spray and Pray" then this fabulously put together replica should be high on your list of primaries to consider, especially if you favour an OPFOR or "contractor"



loadout. As it happens, I've was so impressed with the "AK PMC" that I've just been able to snap up a good second hand one for myself! As with all gas rifles the cost of additional magazines is going to put up the overall price of things but in my opinion that extra spend would be well worth it, especially if you make your purchases over time as I do.

Expect to pay iro £390 for the "AK PMC". Whether you buy this replica to play airsoft with, to train with, or to use as part of a living history display you can be sure that your money will be well spent!

For further information on the "AK PMC" or other items in their comprehensive range of replicas and accessories and for stockist details, visit www.weairsoft europe.com



Shadow Black

Patriot Bronze

Fractorian Purple

Candy Floss Pink

Zaffre Blue

Storm Gray

Nato Green

Inferno Red



It's not just the colour that's changed ...

TRMR

CONCEPT TACTICAL
www.concept-tactical.com

TACTICAL RELOADABLE-MARITIME READY

The fastest reloadable inertia device on the market

Now with X4 Base as standard.

With adapter for the following reloads:

8mm / 9mm / 209 / 12G / MAG-FLASH



Available exclusively at

0845 600 5144



ACE COMBAT BRENCHLEY

LES LEE HEADS INTO THE WILDS OF KENT TO REPORT FROM A SITE THAT GREW OUT OF A PASSION FOR AIRSOFT

SET DEEP INSIDE THE KENT COUNTRYSIDE, away from civilisation as we know it, is one of Britain's most well-established and respected Airsoft sites, Ace Combat, Brenchley.

Husband and wife team Liz and Chris Ockendon set up the Brenchley site a decade ago. Their passion for Airsoft emerged from 15 plus years of playing and they were so overwhelmed with this unique way to turn just another boring Sunday into a day that was enriched with rewards that they decided to create their very own site. They found themselves a piece of land in Kent and proceeded to create one of the premier Airsoft sites in the South East of England. In the beginning, the safe zone merely consisted of a large tent and no more than a dozen players of all shapes and sizes. My how things have changed and it wasn't long before all walk on places were fully pre-booked and continue to do so up to the present day. Yes, Ace Combat was well and truly established and was here to stay.

So as always, I'll start my review near to the end of my journey where, not too far from the town of Tunbridge Wells, I would recommend a satnav be deployed with the postcode "TN12 7DF" and this will take you off-road and along a signposted hard top track to the adequate car park. Ditch the motor and grab your gear for a 25-metre yomp to the Safe Zone, where you will be welcomed by Liz and Chris (unless he's out in the field "laying surprises" with Head Marshall Nathan Scott, eagerly assisted by Colin, Sye (the current ketchup drinking champion), Mark, Dave, Luke, Gary and Graham). You will also meet Gerry, who assists Liz in the safe zone. Altogether a formidable team of enthusiasts with the same objective - which is to give you, the player, a memorable and safe day of top quality, multi-objective Airsofting, with several "explosive" engagements.

The safe zone consists of a variety of fully enclosed covered structures with lighting to stow your gear, snacks, free tea, coffee and water, plus you can purchase consumables and essential Airsoft gear that you might need, plus a few other bits and pieces and (of course) FOC battery charging. Separate male and female toilet facilities are available should the excitement be too much (or the Imodium hasn't quite kicked in from the curry the night before). Well, it's best to prepare rather than repair for any and all eventualities isn't it!

Should you need to rent a gun for the day, there is a choice of Spetsnaz, G36, M4 or model "0" (no, I don't know either) but clearly a good range of shooters.

The 15 acres of both quality woodland and open fields, laden with structures and fortifications merge to create a battleground to suit your playing style. I did find that it was a sniper's heaven, presenting killing fields from the perimeter of the woodland which offered superb cover. All that could be heard was the "clack-clack" of bolts being operated by these sharp-shooters just waiting on their prey and it was indeed very effective. It's fair to say that my presence in a hi-viz taking snapshots did little to help the well-chosen covert firing points carefully selected by the marksmen (sorry guys) but if you're a fan of long range kills then this will definitely appeal.

One point I must add is that the majority of regulars





enthusiastically describe the woodland as “nature’s CQB”, so if close up and personal is your preferred style then this will most definitely “flick your switch” (the safety to the “off” position I guess this means).

Ace Combat do not rest on their laurels when it comes to pyrotechnics and special effects and they had a huge variety of bangs and flashes throughout the day. The land is also a registered blasting area, which allows Ace to make use of military grade battlefield simulation pyrotechnics (in selected scenarios), in addition to the regular trips and traps that they use on a frequent basis. The ever popular “Nerf Mortar” is also used to add an extra dimension to the experience and send players scurrying for cover!

Okay, so we’ve covered the site location, access, facilities, safe zone, the theatres of war with their structures, both man made and as nature intended and a small but perfectly formed platoon of trigger-happy warriors, so what could possibly enhance this report?

AH-HA!! I just so happen to have in my possession a typical day’s Game Synopsis, created by Ace Combat’s Head Marshall, Nathan Scott, who has been a major part of the Ace infrastructure from day one. Nathan ensures that the ensuing battles run smoothly and every game day is a success on every level. So with that said, I would ask you to read on and engorge your curiosity and strategic impulses as I disclose “Nathan’s Playbook”!



Game Synopsis – 09/08/15 ***Finish 16:30***

Timebomb (F1) (All vs All)

Start: FIELD 1 – Bomb Marshals will be in the field at the start and drop out once they have handed off the Bomb.

Lives: Unltd 10s timeout. All FA

Objective: Don’t be holding the time bomb at the end of the game.

Runtime: 15m.

Notes: 2 Marshals each start with a time bomb. Whilst holding the time bomb a player is immune to hits. All other players are on a 10s timeout when hit. The time bomb can only be passed to a “timed out” player. Once a player is given the time bomb they cannot give it straight back to the player that gave it to them. All “timed out” players must stay still with their hand in the air. Max of 1 time bomb per player. Marshals will be used as sweepers to stop players hiding.

Mines in Field 1. If you trip one before the clock starts then you are dead at the start of the game.

Points: Prize?

Props: 2x Bombs

Minesweeper (F2)

Start: STEEL BARRICADE/SPEEDBOAT

Lives: Unlimited at start point. All FA.

Objective: Clean up the mines from Field 2 and eliminate the remaining forces.

Runtime: 35m.

Notes: Player Marshals are the remaining forces and have 1 life. Many of the structures may be booby-trapped. Mines must be taken over the team’s marked bridge and stored in the Red Boxes. Access to FIELD 1 is via the team’s bridge ONLY! No shooting in FIELD 1. Any “mine” in FIELD 1 is safe. Marshals on 20s timeout until touched.

Points: Field Decider.

Props: Mine Cones, Red Boxes, Remotes, Dets. Big Pyro?

Doorway Domination (F2) (Reverse)

Start: SPEEDBOAT & F2 Home Regen

Lives: Unlimited at start.

Runtime: 10-15m max. Depending on Lunch.

Objective: Dominate the DOORWAY with 4 people inside.



Notes: Players must be inside at the whistle to dominate. There will be one remote det. set on the doorway with the remote in the SANGAR. Any player can use it at any time.

Points: 250pts for team dominating with 4 players at the whistle.

Props: Remote det. & Maroons. Set pyro. for possible reverse?

Tea Break

Army of One (F1)

Start: DMZ/PALLET PILE.

Lives: Unltd at Start

Objective: Get VIP to base and command.

Runtime: 30m max

Notes: Each team has a VIP. The VIP needs to be escorted to the FUEL DUMP for PP team and HIVE for DMZ team. Once in place they must stay in position. VIP can only move when within arm's reach of another team mate. If shot the VIP regens

as usual but can only re-join when accompanied. VIP cannot be taken by OpFor.

Points: 250pts for VIP in base.

Props: Vests

Flip Flags II (Both)

Start: FORWARD REGEN

Lives: Unltd at START. Regens will flip at midpoint of game OR Melee's. All FA.

Objective: Raise & Hold Flags.

Runtime: 1hr.

Notes: 4 Bases in each field will be marked with a pole. 1 flag of each colour will be in each base. Raise your flag and hold. OpFor can drop your flag and raise theirs. Flags in play for duration. The flags will be counted every 15m and scores taken. Mid game single whistle marks regen flip or Melee?

Points: 50pts per flag at each interval. Double points for final count at the whistle.

Props: Flags, Poles.



Countdown Casino (F1)

Start: DMZ/PALLET PILE.

Lives: Unltd at Start

Objective: Command Casino for the longest

Runtime: 30m max

Notes: A marshal is stationed at CASINO with the chess counter. If a team player touches him then he presses their colour button to start the countdown. Highest time left on the clock wins.

Points: 250pts for highest time.

Props: Chess Timer.

Lunch

"ALL THAT COULD BE HEARD WAS THE "CLACK-CLACK" OF BOLTS BEING OPERATED BY THESE SHARP-SHOOTERS JUST WAITING ON THEIR PREY."





Rescue & Retreat (Both)

Start: Evac. Team – YANKEE. Rebels – PALLET (2 guards at prison)

Lives: Evac. Team – Unltd at F2 HOME REGEN and SPEEDBOAT (CLOSED). Rebels – PALLET. All FA.

Objective: Evac. VIP from prison & recover package to LZ

Runtime: 45-60m depending on time

Notes: Evac. Team start at YANKEE with VIP vest. The vest must be put on the marshal in the prison when rescued. The VIP will give the location of a package that needs to be recovered from F1. Both the VIP & Package must be in the LZ in F2 at the final whistle. Once the VIP leaves the PRISON he can be captured



SITE

ACE COMBAT BRENCHLEY

by the OpFor and held at AMBULANCE. Package & VIP in play for duration. SPEEDBOAT regen automatically falls after 20m? Melee Rounds?

Points: 200pts for the VIP & 200pts for package at the LZ. 100pts if either at AMBULANCE. Bonus if regen raised early.

Props: Vest, Package (HDDs?). LZ Cones, Mine the woods.

Timebomber – 2x missile packs at DMZ

Minesweeper – Mine Cones, Red Boxes, Remotes, Dets

Doorway – 2x flags & poles. 2x Remote dets & maroons.

Army of One – Blue vests

Flip Flags – Flags & poles

Countdown – Chess Timer

R&R – Vests, place 2 Packages in F1, LZ cones Mines?

Timetable: 1000-1130 G1 (90m) / 1130-1200 Break / 1200-1330 G2 (90m) / 1330-1430 Lunch / 1430-1630 G3 (120m)

As you can see, the whole day is structured effectively with no stone unturned.

At this point I would like to thank Nathan on behalf of *Airsoft Action* for releasing this mission statement of purpose for our pleasure.

Ace is of course UKARA registered and has periodic events such as "BattleSim" games throughout the summer months, a Halloween Special (Zombies eat your hearts out – literally) and a couple of "special" events scheduled for 1st November and Christmas on 13th December and the Mother of all arenas, Rype Village MoD FIBUA, early in the New Year.

Of course, everything that you want to know can be found on the Ace Combat website which is kept fresh and up to date. Failing that, simply give Liz or Chris a telephone call (yes I know, actually talking on the phone is oh-so last century but hey, it works) and you will be given any information that you require by these warm and wonderful people, who will make you feel like you already belong.

That about wraps up this site review and I sincerely hope that you are inspired to pay Ace Combat Branchley a visit, because I'm confident in saying that if you go once it won't be your last, as you quickly feel that you are one of the Ace family such is the warmth of the atmosphere.

I for one, am looking forward to returning one day to shoot my guns instead of my camera!

Les OUT!

CONTACT DETAILS

Liz & Chris Ockendon
ACE COMBAT
Pearson Green Road
Tonbridge
Kent TN12 7DF

acecombat.co.uk
info@acecombat.co.uk
01303 814803 Office hours
07849 372704 Site mobile



**G&G 30TH ANNIVERSARY MOD0
CUSTOM BLACK & TAN**



**DARE TO BE
DIFFERENT**

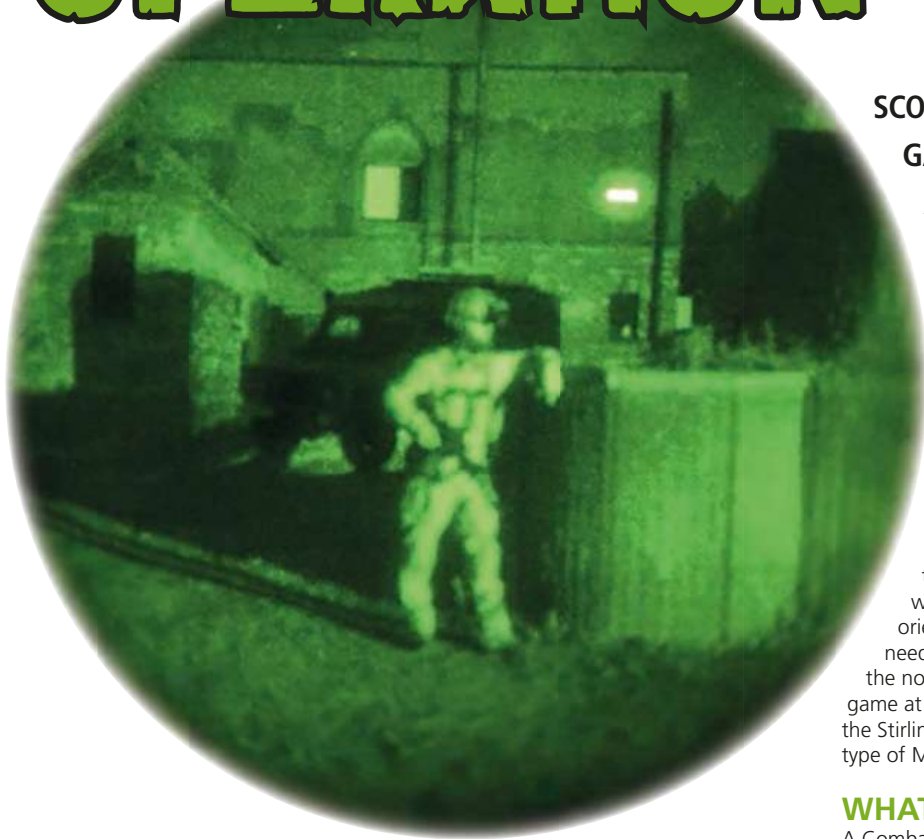


£149.95



AVAILABLE IN STORE OR ONLINE WWW.AIRSOFTWORLD.NET

COMBAT MISSION: OPERATION ORION



SCOTT ALLAN REPORTS FROM CATTERICK GARRISON, WHERE HE TAKES PART IN A 24-HOUR COMBAT MISSION WITH STIRLING AIRSOFT

A TASK FORCE IS SENT INTO the troubled country of Cameroon in Africa in a continuing effort to fight terrorism in an on-going Stirling Airsoft written story line. In this event the actions of every man on the ground influence later storyline developments.

Catterick Garrison in Yorkshire is steeped in history with Stirling Airsoft. Games at this particular site have been running for around ten years and have probably covered every game type imaginable in that time. These have included the "standard" event, which is possibly best described "as tactical airsoft orienteering with timed objectives at set locations that need captured, transported or destroyed". There is also the now World famous England Vs Scotland "Auld Enemy" game at the end of each year, in which two teams battle for the Stirling Shield and finally, the Combat Missions that are a type of MilSim, or Military Simulation event.

WHAT IS A COMBAT MISSION?

A Combat Mission can be best described as a semi-roleplay, storyline-driven MilSim. Generally one team is a western force and another a rebellious, bad guy-ridden, war-mongering civilian team. For this event we played good guys, although I have also played bad guys in the past. The whole site will be in play as we are staying in the building numbered 31 for the weekend - which means sleeping with glasses on.

THE TERRAIN

The buildings are not like Stanta or Cope Hill Down, which are both areas that have been built by the MoD specifically for training and are not purpose made. The site at Catterick is the old housing accommodation and so the buildings are real sized, with just with all the windows removed and stripped bare inside. It really does have a little bit of a post-apocalyptic feel about it - well in a Yorkshire kind of way. Our building has been built up into a compound and surrounded by a Hesco wall with a North and a South gate. There is also a mixture of woodland and derelict rubble areas with tanks and armour dotted around the site.

WHO ARE STIRLING AIRSOFT?

I am no stranger to Stirling Airsoft games, having played many events at Catterick, Stanta and Cope Hill Down as well as





various venues in Spain. I knew they have a standard that is not so much “expected” as it is “demanded” of the players who attend.

Stirling Airsoft run, in my opinion, one of the finest balances between Mil-Sim, skirmish and role play in the UK and possibly worldwide. The events are tough and designed to push your limits of endurance, team work and strategy. With a staff of ex-UK forces and serving personnel (and the occasional SF consultant), you can always be sure that the events are current with tactics and developments. Personally I love Mil-Sims and enjoy a general skirmish day but role play is not really my thing, largely because I’m no good at it! Now that is not to say I do not enjoy the realistic aspect that these players bring to the game. I respect the effort and lengths these players go to but personally I could not see myself bringing a chicken to a game (yes I’ve seen them brought to a game) without feeling I had missed out on the military aspect. But that is the beauty of Stirling Airsoft events, it can be and is for every player... and chickens, although they were accused of fowl play!

OPERATION ORION OVERVIEW

Special Operations Task Force (SOTF) has been sent to a Cameroonian Military Patrol Base on the Cameroon/Chad border IVO Kousseri, with the intention of carrying out direct action operations against AS targets.

Most recent AS attacks have ranged from kidnapping, attacks on Western financed companies and charities, to conventional targets like KSOC and Police barracks and checkpoints and several IED attacks. Within the last month AS have been gaining support from former Chadian government officials, with some pledging allegiance to AS directly.

Following *Operation Stonewall*, AS have retreated over the border and regrouped in the small village of Kousseri, where they are expected to acquire safe houses for the arrival of HVIs.

Mission: Working from JPEL, conduct direct action

“WITH A STAFF OF EX-UK FORCES AND SERVING PERSONNEL (AND THE OCCASIONAL SF CONSULTANT), YOU CAN ALWAYS BE SURE THAT THE EVENTS ARE CURRENT WITH TACTICS AND DEVELOPMENTS.”





operations against AS targets suspected to be harbouring corrupt and extremist Chadian government officials.

This report is purely from a Team Leader point of view for the callsign Zero Two, which I led over the 24 hour mission (hence the "body-cam" photos). The callsign was made up of a team I've played on for years called "Blackwater". There are just over a dozen of us these days with faces that come and go. The team was set up with the idea of doing big events like this and even though there was only five of us who could attend, we were hoping for great fire fights and good laughs. Lewis, Callum, Nick and Ally were all were up for the event and even after some ridiculous diversions down the A1 from Edinburgh

(and stopping at a fuel station during a drugs bust) we got there.

The team are all fairly well equipped to deal with roughing it. We have a great selection of gear that allows us to work in relative comfort over a weekend. Safe to say it was one of the best night's sleep I'd had at Catterick for a while and we woke in the morning with most of our gear ready to go. We fill our mags, get our gear on and get breakfast fired up. Knowing we're working from a fixed position has given us the comfort of bringing a bit more gear than usual and we enjoy coffee and bacon rolls as the morning clouds clear and reveal bright blue skies.

It is apparent fairly quickly that the day is going to be a warm one and we switch our gear around to stop us from overheating. Our first tasking is to set up an observation point in a building, very low key and report in on enemy suspicious activity. Our mission started off pretty well. We kept hidden fairly easily and then observed that the enemy had taken interest in a building we had another team holed up in. After repeated attempts to raise them about the suspicious activity and what we perceived as a now serious threat, we quickly intercepted the group and cleared the outside of the building. The action stopped for about 15 seconds until another enemy combatant jumped out from across the street and, caught in the open, I got hit then grenade-ed with our medic quickly after that. We stand for the 5 minutes to bleed out before re-joining our team and although we took a couple of hits, we cleared out the enemy threat so it wasn't too bad - but we definitely had to get much sharper.

As the day progressed we climbed the chain of command for the enemy, although at times it felt like we would wade through mud trying to make a breakthrough. As with many Stirling games there are a variety of Sensitive Site Exploitation (SSE) drills that teams must carry out of their own accord. Finding laptops, weapons caches, bomb factories, gold deposits and other items all help toward building your intel picture of the battlefield you are operating in. The picture steadily built up as day slowly sank into the evening.

"THE TASK STARTS WELL, UNTIL ONE OF OUR TARGETS WAKES UP AND GOES ALL JOHN WOO ON US, FORCING US TO PUT HIM DOWN."



Rotating onto stag duty in two of the compound's sangars may sound potentially dull but it did give us a chance to also grab food and sort our equipment out as we progressed through the day. The North gate was the main sangar entrance and South gate was fairly overgrown, which limited our visibility almost down to a few metres but it was manned all the same. As the Op progressed into the late evening we kitted up with our night vision units and helmets. The advantage is also a disadvantage with streetlights and torches but we moved around most of the night with little resistance.

Around midnight we really start to struggle, we've been awake, moving, shooting and fighting for 13 hours. Finally we get back to the FOB at 1am and set three of the team to bed while two of us wait up to swap. The chance never comes, just before 2am intel comes in that we have HVT's in two buildings at opposite ends of the area. A double strike is decided and I kick my sleepy team out of bed and tell them to be ready in 5 minutes for a fast and quiet op. The other team hit the main sleeping area of the enemy in a much larger number and will reinforce us if required on their way back.

The task starts well, until one of our targets wakes up and goes all John Woo on us, forcing us to put him down. That sends the building into alert and around 7 enemy are now awake and armed, in a multi-storey tower block that's so dark the Night Vision needs an illuminator. My team all gets killed and bleeds out, so I stand and wait in the pitch black for another 5 minutes for them to respawn, notify the other hit team we need assistance and then return. With the reinforcements now back, we sweep up through the tower killing all the enemy quickly and efficiently.

At 4am we get sent to bed and are to stag back on at 6am.

After a short two hours sleep we have breakfast in the sangar and start to enjoy the morning sunshine. We are nearing the end of our 90 minute stag when we spot a few enemy fighters crossing into woodland about 150 metres from our FOB. We give the stand-to order and everyone rolls up to their positions. After a few minutes we realise we only spotted the last two or three fighters, there was actually nearer 20 of them in total! A very lucky spot - given that during the night a couple of guys on stag fell asleep which resulted in the enemy getting right inside the FOB before being repelled.

Pushes were made the next morning into various areas of the site and we located the remains of a bomb factory in one



building, which led to the location of the main factory. The fight to take it lasted some time but ultimately, time ran out due to the stiff resistance from the enemy team.

This is what I do love about Airsoft events like this, you can work your ass off, sweat and tire yourself into the dirt, find out you did not really win as such but you had a great game, made some new mates and came away smiling. Our team performed really well and we always come away with points to work on to make us sharper, faster and more efficient.

So do yourself a favour and get along to one of Stirling Airsoft's events, you'll not be disappointed. So much happened over the 24 hours that I didn't report and this is only from one viewpoint. Each team had its own fights, struggles and victories over the weekend.

Roll on the next one!

Scott.

INFORMATION

To find out more about Stirling Airsoft and view video footage of some of their previous events, visit their website at: <http://www.stirlingairsoft.com>





QR-CODE

**NEW
ARRIVAL**

ALVA
INSPIRING IMAGINATION



INTERDYNAMIC KG-9

**RWA'S PTW-INSPIRED KG-9 SUB-MACHINEGUN
JOINS THE RANKS OF THE FASTEST GROWING CATEGORY IN AIRSOFT TODAY.**

THIS WELL-KNOWN AMERICAN SMG WITH SWEDISH ORIGINS WAS NAMED AFTER THE ORIGINAL PARTNERS OF INTERDYNAMIC USA, GEORGE KELLGREN (FOUNDER OF KEL-TEC) AND CARLOS GARCIA (FOUNDER OF INTERTEC).

NOW RELEASED IN THE FORM OF THIS PTW INSPIRED AEG WITH HIGH RATE OF FIRE AND COMPACT FOOTPRINT, NYLON FIBER LOWER RECEIVER AND STEEL BODY AND BARREL. THOUGH COMPACT, OUR ENGINEERS TUNED THE KG-9 FOR LONG DISTANCE ACCURACY TO HIT A PAPER SIZED TARGET UP TO 80 METERS AWAY. UTILIZING A PTW STYLE CYLINDER, HOP-UP AND BARREL, AND CUSTOM GEARSET, THE RWA KG-9 DELIVERS HARD HITTING PERFORMANCE IN A COMPACT PACKAGE. EACH KG-9 COMES WITH TWO REMOVABLE STEEL MAGAZINES.

Unit C1, Northway Trading Estate, Northway Lane,
Tewkesbury, Gloucestershire,
GL20 8JH. United Kingdom.

Tel +44 (0)1684 273070
Fax +44 (0)1684 273052
Email rwuk.retail@redwolfairsoft.com



uk.redwolfairsoft.com



www.facebook.com/redwolfuk.retail



www.youtube.com/user/redwolfairsoft



3rd AIRSOFT SURGEON EUROPEAN CHAMPIONSHIP

NIGE REPORTS FROM AN EVENT THAT HAS GROWN TO BE ONE OF THE MOST IMPORTANT EVENTS ON THE UK PRACTICAL SHOOTING CALENDAR

WHO WOULD HAVE THOUGHT THAT a simple conversation at IWA a few years ago, would lead to the creation of the biggest practical shooting tournament in Europe?

It was my first trip to the annual extravaganza that is "IWA OutdoorClassics - the world-leading fair for hunting guns and outdoor equipment" and, if this is the first time you've ever heard of it, you may well be thinking "What was Nige doing there?"

IWA (as it is known) has become one of the biggest and best showcases for airsoft in the World, not even the SHOT Show in Las Vegas boasts as many airsoft exhibitors and it was there that Airsoft Surgeon, Clarence Lai and I got into a conversation about practical shooting.

I had been introduced to Clarence at the previous year's Airsoft Arms Fair at The Grange and where he was conducting a series of (sold out) training sessions. The following day The Grange was hosting an AIPSC (Airsoft International Practical Shooting Confederation) event and Clarence did a couple of demo runs. I had seen Mark Hurdling shoot IPAS at The East Barnet Shooting Club but this was pretty much the first time I had seen practical shooting in action and I have to say that I was very, very impressed (actually, the truth is that I was completely stunned by the combination of speed and accuracy on display). When I met Clarence on the RedWolf Airsoft stand at IWA the following March, we got talking about the possibility of holding an airsoft practical pistol championship in the UK and maybe, if enough shooters were interested, making it a European-wide event.

That was in March 2013 and the 1st Airsoft Surgeon European Practical Airsoft Shooting Championship took place in October of the same year, hosted by The Grange and followed in 2014 with an equally successful, 2nd event. The only down-

side was the weather, which seemed hell-bent on causing problems with wind or rain - and sometimes both together! So for 2015 a new location was sought and, after a couple of others were rejected, one was found not much more than a bb's trajectory away from RedWolf Airsoft's UK HQ - StrikeForce CQB in Gloucester. (If you are into CQB and have not yet tried StrikeForce, you should... You really, *really* should!)

StrikeForce CQB is a massive 52,000 square feet (bar a few pillars) that has been turned into a labyrinth of rooms, corridors, dark areas and open spaces by Paul Bibby and the guys from Swindon Airsoft. With a concrete floor, glass-panelled roof and lack of wind or rain, it also makes an ideal location for practical shooting and provided Clarence with the opportunity to design Courses of Fire (or "stages") without having to worry about poppers being blown over, or paper targets becoming water-logged - and it was an opportunity he took full advantage of!

I wandered in on the Tuesday before the event to see if I could grab a preview of what was in store and was impressed by the size of some of the stages and although there was no "Wheel of Death" and fewer swinging targets, there was more than enough complexity to challenge even the best shooters.

I have written about IPSC before but just for the sake of completeness and for any new readers, or those of you simply wondering what "Practical Shooting" is, it is a discipline that tests your ability to shoot both rapidly and accurately with a handgun, rifle or shotgun





with roots back to “quick draw” competitions in the USA, where contestants would emulate “wild west” gunslingers. This lead to the formation of the International Practical Shooting Confederation (IPSC) in 1984 and since then it has grown into (what many believe it to be) the fastest-growing international target shooting discipline.

The 1997 Firearms (Amendment)(NO.2) Act banned the private ownership of pistols in the UK and effectively destroyed a very active part of our shooting heritage - that of competitive pistol shooting. However, as the quality and range has improved, an ever-growing number of shooters are using airsoft pistols instead.

In competitions the majority of targets are normally IPSC-type “Action Air Targets”, with three scoring zones (A, C and D) surrounded by a 3mm wide non-scoring zone. Other targets may include metal “Poppers”, which fall backwards when shot, or more complex targets that require shooter interaction to open doors, release swinging targets or even (as in a recent

match) a “rollercoaster car” in which the shooter was sitting! There are also “No-Shoot” targets which must be avoided and attract penalties if hit.

Scoring is fairly simple to explain but takes a computer to work out, so I’ll try to keep it simple...

The time it takes a shooter to complete a stage is recorded by a timer which signals the start

and detects the sound of the shooter’s shots, with the final shot being the recorded time for the stage. The points gained by hitting the targets are counted and any penalties (yes, there are those too) are subtracted. The points total is then divided by the time to give each shooter a “Hit Factor” for that stage. The shooter with the highest Hit Factor wins the stage and is awarded the full Stage Points applicable. The rest of the shooters are awarded points according to their own Hit Factor compared to the winner. (Did I say it was “fairly simple” to explain??? Maybe not!)

Anyway, once each stage has been calculated for every shooter, the individual scores are totalled and the shooter with most points wins... simple!

Shooters can choose which “Division” they wish to contest:

In “Open Division”, apart from a relaxed limit on the amount of rounds per magazine, pretty much anything else can be added to the gun, including sights, compensators, suppressors etc. These are the “Race Guns”, fully tricked up, looking awesome and with the ability to knock a large hole in your Bank balance.

In “Standard Division” the guns are much



more controlled, in that they must conform to certain size constraints, cannot have sights and other additions, have restricted magazine capacity and must be holstered completely behind the hip line.

The third of the main Divisions is “Classic” and, as it sounds, this division is purely for guns based on a classic design, namely the 1911. With constraints on size, 10-round, single stack magazines and modifications prohibited this is the smallest division but also one that tests the shooter’s skill to the limit.

All of these Divisions were contested at this year’s Euro Championship, plus Ladies, Juniors and to bring the Championship in line with “real steel” events, two additional categories were added; “Senior” (for shooters aged over 50) and “Super Senior” (for those over 60).

THE COMPETITION

Last year’s Championship attracted just over 80 shooters and this was well exceeded by the 104 who arrived at StrikeForce. I had previously asked Chris Kong of RedWolf what he hoped the attendance would be and he’d answered that he would be delighted with 100, so he had a big smile on his face as he stood up to do the introductions before the event kicked off. The Airsoft Surgeon and Chris Pun from RedWolf Hong Kong had arrived earlier in the week and with just a few left to arrive, by 11 o’clock the place was buzzing to the sound of old friends catching up, new friends being made and the general hubbub of chatter (and probably a small amount of excitement and nervousness).

Clarence got a huge round of applause but before he officially opened the event he asked for a minute’s silence



“YOU COULD HAVE HEARD A PIN DROP BUT THEN IT WAS DOWN TO BUSINESS AS SHOOTERS WENT THROUGH THEIR FINAL PREPARATIONS AND READIED THEMSELVES FOR 16 STAGES OF COMPETITION OVER THE NEXT TWO DAYS.”





in memory of Malcolm Dowding, who died earlier this year. Malcolm was a much-loved and well-respected shooter and Range Officer and I am certain his family and many friends will appreciate the gesture - and the fact that a Stage will be dedicated to his memory in every Championship from now on. You could have heard a pin drop but then it was down to business as Clarence and Chris gave an overview of the weekend. With the introductions over, shooters went through their final preparations and readied themselves for the 16 stages of competition they would be facing over the next two days.

As StrikeForce is so large, all the stages had been arranged either side of a "corridor" down the centre of the building, pointing towards the outside wall, meaning both shooters and spectators could move freely between the stages in safety. It also meant the chances of "shoot through" from another stage (where shots from one stage carry through to a different one) were largely mitigated.

The stage was set for a cracking weekend's shooting and it wasn't long before the first scores were coming in, along with the first Disqualifications (or "DQ" as they are known).

In AIPSC there are essentially two types of penalty; "Procedural" and "Disqualification". A Procedural penalty will gain the shooter minus points, while a Disqualification does exactly what it says, it disqualifies the shooter from the match. However, that doesn't always mean they cannot continue to shoot

and (on appeal) the competitor might be allowed to finish the match (depending on the severity of the penalty offence committed) but will score zero points.

DQ penalties are all about safety and include obvious breaches such as accidental discharge, unsafe gun handling and unsportsmanlike conduct. Under "unsafe gun handling" are penalties for dropping a gun, pointing the muzzle uprange (or at any part at any part of their own body), or keeping the finger inside the trigger guard whilst moving - and it was this that seemed to be causing some new (AIPSC) shooters one or two problems.

In AIPSC the Range Officer must be able to clearly see that the trigger finger is outside of the trigger guard and most shooters will have trained themselves to "point" their finger away from the gun as they move. Now this might look odd but remember, the rules come from the world of real-steel shooting, where a negligent discharge could result in something far more serious than a bb-strike! Unfortunately, on the first day there were a number of competitors who simply



did not make it clear enough that they had their finger off the trigger and were, therefore, disqualified.

This seemed to cause some consternation amongst some of the more experienced shooters, who were of the opinion that the rules should not have been so rigorously applied and that (obviously) new shooters should "educated" rather than penalised, especially if they are to be encouraged to continue shooting AIPSC. However, the counter-point was that the rules are there for a reason and all shooters have to follow them, regardless of their level of experience and, in any event, who would decide if a shooter is "experienced enough to know better".

To be fair, I can see both sides of the argument and maybe a simple solution would be for shooters to be reminded of the DQ penalties as part of each stage briefing?

By the end of the weekend a total of sixteen shooters had fallen foul of a DQ offence.

StrikeForce is very close to Gloucester town centre and most shooters were staying in hotels close to the venue, which meant everyone was up and raring to go in plenty of time on Saturday and Sunday. This, coupled with the fact that neither wind nor rain had affected the event, meant that by Sunday lunchtime the majority of shooters had completed all sixteen courses and as the last squads finished, the final scores were already being feverishly worked out (I swear you could almost see sweat on the poor little laptop tasked with the job).

With the tempo winding down and shooters starting to relax, there was time for a raffle with prizes sponsored by Double Alpha and an extraordinary array of Airsoft Surgeon





pistols, including gold-coloured 1911s and cerakoted Glocks - all of which were received with big smiles and a lot of "man hugs"!

Then it was down the serious business of who the winners were, so I'll hand over to Chris Kong of RedWolf Airsoft to announce the results and do the final "thank-yous"...

THE WINNERS

Super Seniors Standard Division

Guy De Backer

Super Seniors Open Division

Paul Van Den Bosch

Seniors Standard Division

Rene Hoeck

Seniors Open Division

Gerard Timmers

Juniors Division

- 1) Matthew Wyborn
- 2) Dave Chan Chun To
- 3) Paul Wyborn

Juniors Open Division

Benjamin Farrar

Ladies Open Division

- 1) Maria-Christina Palmones
- 2) Dawn Williams

Ladies Standard Division

- 1) Dionne Reugebrink
- 2) Paulina Wolyniec
- 3) Barbara Roslanowska

Classic Division

- 1) Andrew Inglis
- 2) Herman Mok

Open Division

- 1) Cyrus Lai Pak Lam
- 2) Maciej Piwowarski
- 3) David Meuken
- 4) Jeremias Palmones
- 5) Paul Courtney

Standard Division

- 1) Samson Chan
- 2) Joeri De Haes
- 3) Justin Cooper
- 4) Matthew Wyborn
- 5) Dave Chan Chun To

And finally...

The 2015 Airsoft Surgeon European Champion: Joeri De Haes, from Belgium.

"Once again, may I take this opportunity to say a big thank you to all our sponsors and their support for the championship: – MadBull, Sky Blue Kangaroo, StrikeForce CQB, Viper, Elite Shooting Centre and Double Alpha.

For Media coverage, our sincere thanks go to: Nigel from Airsoft Action, Vic from Popular Airsoft and Rob and Obi from Media Ops.

Our officials and staff: Our special thanks to the Scorers, Range Officers, CRO Jim, RedWolf Rob and Double Tap members taking on full responsibility for building the stages.

And finally and most importantly, a massive thank you and congratulations to all shooters that took part in this year's Airsoft Surgeon, 3rd Annual European Championship 2015, without your participation there wouldn't be a championship at all.

We are currently working on plans and dates for the next tournament and we look forward to seeing you at the 4th Championship."

- Easy accessible adjustable Hop-up
- Exact replica with realistic weight
- Fully adjustable rear sight
- Rubber grip with integrated tool

LEGEND REBORN IN AIRSOFT

DW715

Dan Wesson
DAN WESSON FIREARMS®

Find more information on actionsportgames.com.



ActionSportGames® is a worldwide leader in the business of replica firearms and accessories manufacturing – including Airsoft guns, Airguns, CO₂ guns and firearms replicas.



Join us on Facebook – “Team ASG”
<http://www.facebook.com/actionsportgames>

Badger Tac



Tuesday - Friday 12:00 - 18:00

Saturday 10:00 - 17:00

01296-658600 | www.badgertac.com

enquiries@badgertac.co.uk

Serving Buckinghamshire, Oxfordshire, Berkshire, Surrey, Middlesex, Hertfordshire, Bedfordshire, Northamptonshire and beyond.

Dedicated Gas & AEG Showrooms



NUPROL

GHK

KWA
ENGINEERED TO OUTPERFORM

UMAREX



ASG



Accessories & Pre-owned

Tactical / Survival Kit



GERBER

KOMBAT.UK
MILITARY IMPORTERS & WHOLESALE



Services:

CRAGHOPPERS

Web-tex
Military products



Sales

Repairs

Upgrades

Custom Builds

Advice



Game Days 1st & 3rd
Sunday of each month
Private Hire
Corporate Events
Team Building

RICHARD BELL GIVES US A ROUNDUP OF SOME OF
THE KIT THAT HAS CAUGHT HIS EYE RECENTLY

KIT & KABOODLE



SKB Cases

I am sure that many of us have transitioned through various rifle cases over the years. I still have my first rifle case, which was a leather slip with single leather strap and metal buckles. How the times have changed!

With our airsoft rifles becoming more expensive with upgrades, optics and aftermarket parts it has become more evident that the need to protect them, especially if you travel distances to events, is more imperative. The case pictured is by a US company called "SKB Cases", who offer a huge variety of "Hard Case" models to accommodate all of your needs. This model has a total of 5 foam inserts, x4 secure locks, wheels, x3 reinforced "padlock" points, x3 carry handles and is waterproof, making it very secure and easy to handle and transport. They have a distribution point in Europe which offers great support as well as access to their entire product range.

www.skb-europe.com



Arc'teryx

Arc'teryx is a name that is synonymous the world over with quality. Their range of products is vast, allowing the wearer all year round protection from the elements regardless of climate. However the product pictured provides protection for your kit and equipment.

The "Covert Case" comes in three different sizes depending on the user's load requirements. The case pictured is the largest at 70ltr (C/I model). The other two are the I/C/O (50ltr) and C/O (40ltr). They come in a choice of three colours, which are Utility Green (pictured), Blue Smoke and Carbon Copy. The cases have a number of carry options, zippered pockets and plenty of open storage space. What I have liked most so far is their ability to keep form, even though they do not use any "hard" reinforcement. This case now allows me one carry solution for all the kit I would require, either for a day skirmishing or a longer weekend event.

<http://leaf.arcteryx.com/>


LALO Tactical

The first time I heard of "LALO Tactical" was via the Soldier Systems Daily news feed. At the time they were just getting started and had a very unique prototype tactical boot. The boot itself was very user/environment specific but I kept following the company. At my most recent visit to IWA, in Germany, I met with the guys from TacOpsGear who explained that they had the distribution rights and I should "keep my eyes peeled". It was soon after that I was buying my first pair of "LALO" products.

LALO have two lines; "Tactical" and "Athletic" and the model you see pictured is the BUDS "Bloodbird – Black Ops" from the Athletic line (they have around 20 models in total, including models aimed at the female athlete). These are very lightweight, comfortable, hard wearing and use some of the latest materials to come to market in the past couple of years.

www.lalotactical.com





GADGE POSES A QUESTION
THAT MOST PLAYERS HAVE
PROBABLY ASKED THEMSELVES
AT SOME POINT...

TEAM PLAYER V LONE WOLF

THIS MONTH WE ASKED YOU ALL whether you are the type that gets more out of being in a team, or are you a solo ninja? Are you the sort of one man army who outflanks the enemy and takes the objective alone, or does that sort of player grind your gears? Are you in a team and do you have a specific team role, or do you find all that a bit pointless?

Personally I like playing in a team that's done a bit of practice together and knowing how capable my squad mates are and that if I turn around they will be behind me but, at the same time, I sometimes find self-appointed

"team leaders" on an open day to be a pain – especially if they shout a lot and turn out to be tactically clueless!

On the whole most of you felt that being in a team certainly has its benefits, as long as no one's too "bossy" but the nature of the game means that teams often fracture and being flexible enough to "fly solo" had its merits. In particular, many of you felt that the downside to playing as part of a team was as much "speed of action" as "freedom of action", with those choosing to play as a "lone wolf" feeling they could move much more quietly AND quickly as an individual.

For me, I still get a big kick out of playing in 'Nam and WWII weekenders as part of a section made up of good mates I can rely on but also from knowing I'm part of a whole side of guys who really "get it". It wasn't until I got back into open day gaming that I realised how important an aspect "solo ninja" gaming is on the skirmish field, as in historical games it's pretty much frowned upon to the point that some sites don't allow individuals to achieve objectives and insist on a "squad" of at least three being present before a location etc. can be "taken".

Anyway, we put the question to you guys on the *Airsoft Action* Facebook page and here's what you had to say...

Philip James Bell: "I usually just sneak about on my own but "self-appointed leaders" really annoy me! Last games I have been to there has been a couple of players who sit there and generally do nothing apart from shouting at folk to "move up!!!" My opinion is that I have paid money to play airsoft so I will play it how I wish to, not how somebody else wants or expects me to! I sometimes play in a team but it only works for me when its people I know."

Ian Lacey: "I used to sneak about but then got involved with a team. We are *Fire Team CROW*. Our numbers have fluctuated somewhat over the years but this is us a few years back. We each have a role but we haven't fully explored them (trying to get time to train up is proving problematic) we can also act independently when needed."

Matt Crowe: "It really depends where I'm playing and who I'm playing with. MilSim and FilmSim absolutely a team player, there'd be no point attending otherwise. Skirmish is a bit different though; sometimes I'll stick to a buddy or two like glue, other times I'll wonder off on my own."

Christina Blakey: "With me, it depends if I've got a team with me. Usually it's me and my partner who go and when his mates are down we go as a group. When it's me and the partner we tend to go separate ways but help other members of our team colour when needed and occasionally making a group with

new people we've never met before. But when his mates are down we are a group, the guys are the leaders as they are the most experienced but in the process of leading they teach me too. I usually tag behind and hide and when needed medic them."

David W Brown: "Definitely a lone wolf! I don't have a particular load out, none of my stuff matches (apart from the fact it's green or black) and I don't enjoy being given orders so a team definitely wouldn't work for me. I love to stroll about the site helping where I can and just fitting in where needed when trying to capture points etc."

David Thompson: "I prefer team/squad play, especially when it's a group of people who work very well together. However, I've had some of my most awesome moments lone wolfing it, being all sneaky or with the run and gun from behind."

Andrew Lane: "It depends on the game we are playing. Some of our missions require a level of team play and others what I call "free play". Somehow most times players come together as a loose team. As long as you're having fun with your mates that's all that matters."

Ash Mildinhal: "I'm part of *Team Myrmidon*. I formed the team over 8 years ago and we've attended all kinds of events from WW2 to 36-hour events. There are no egos in our team, we work together to achieve what it is that we have been tasked to do. Together through teamwork, communication and training we can achieve far more than anyone of us can individually. At the end of the day we try to have fun. There are team members who can fulfil specific roles but we're all flexible. If the scenario doesn't require a support gunner or sniper we won't have one in the squad."

"If we're at an event and people get assigned to us we will welcome them and help them out, we never belittle anyone. However there are teams out there who think themselves Special Forces spaceship door gunners, which is sad as it's a game."





Gavin Andrewartha: "I'm a Lone wolf sat there rubbing my hands waiting for people to walk on by but can work as a team player."

Mark Law: "I've been known to use both play styles, depending on the game and how efficient the rest of the team are."

Jacob MacDonald: "It's me and my partner, we operate as a 2-man army."

Andy Lewis: I do both depending on my mood on the day - mostly I go as a lone wolf though since I prefer being sneaky. As long as you're having fun (and not breaking any rules) then play however you want!"

Brendan Robb: "When rules require, I play the medic role in our team *Stone Hammer Airsoft* at bigger events, so it forces me to stick close to the main squad and be on my toes to get the guys back into the game. Due to working patterns, at skirmishes it's often only me and a teammate attending so we

will work with other players but split off and try something else if the current plan isn't working."

Devin Ayala: "I move faster alone."

Ben Strange: "I am both. I will move solo fast, find out where they are, take them out and report back to the team, who will send a squad."

Shaun Kane: "I like to play in a team but I'm not very good so normally have to play on my own!"

Max Hunt: "One man or two man team of GBBR destruction!"

Jonny Swain: "I usually end up playing lone wolf because I like to be stealthy and most people don't understand that to be stealthy you need to move slowly, keep quiet and not shoot every single target you see. However, I'm always in radio contact with other people on my team and will always work with team mates if I bump into them on the way to an objective."

Milsim Tim Cleverly: "At skirmishes me and my mates usually go in as a team, then bbs start flying and people inevitably get shot out and go back to respawn. It can be tough sticking with your team at times, especially at some of the larger sites but if I find myself lone wolfing it and spot a couple of guys on my actual team, or just my team for the day, I'll almost always partner up with them."

Chris OddBall Moon: "I can be a team player if there's a proper line of command and they know what they're talking about! But if it's not going anywhere and we're getting slaughtered, then I'm a lone wolf or at least part of a 2-man team! I've managed to flank and take out up to 12 members of the opposition! Just wish I had a camera set-up, would've been fun reliving it!! I love to creep up behind them and get real close before opening fire!!

Martin Garrett: I enjoy running as a team but if things start to go wrong I am happy to go alone."

Alistair Crichton Corstorphine: "My team call me "Snake", a pistol and rubber tac knife is all I need!"

TRAP – Tactical Response Airsoft Project: "Our motto says it all: 'Together we stand, divided we fall!'"



>ELITE JACKET



Stash away hood with adjustable peaked hood in collar

Water resistant micro shell material

3x Utility pockets on arms

5x External pockets

2 Way YKK Zip

Underarm zipped vents

Bungee adjustable waist

Elasticated cuffs with Velcro adjustment

The Elite Jacket is made from water resistant Micro-Shell material, offering the user maximum comfort.

Material: Micro-Shell
Sizes UK: S-XXL
Colour: V-Cam

SRP £59.95

>GET THE TACTICAL ADVANTAGE



STOCKISTS / CATALOGUE
01234 740327
www.viperkit.co.uk



J-TAC CUSTOM REPLICA SAPI PLATES

BODY ARMOUR VESTS AND PLATE CARRIERS OF VARIOUS SHAPES AND SIZES ARE USED BY AIRSOFTERS WORLDWIDE. JERRY NOONE FINDS A SOLUTION TO KEEPING THEM IN SHAPE AND LOOKING GOOD AS HE ONCE AGAIN "GIVES IT TO A GEEK!"

ONE OF THE THINGS I TRULY LOVE about the airsoft community is how you get to meet some really interesting characters, innovative individuals that come up with bespoke solutions to problems you might not have even thought about and these are some of my very favourite "Geeks". As you'll have gathered, I use the term "Geek" not as a disparaging or derogative term but as an acknowledgement that someone has thought positively "outside the box" in their approach to solving a problem!

Many of us will own either a plate carrier or some form of body armour vest as part of our primary loadout, mine being a Warrior Assault Systems DCS 5.56 DA model. Now luckily the WAS gear comes with a pair of pretty solid replica inserts, which fill it out and keep the whole rig looking as it should. Although I know there are people that will pick up out of date SAPI plates for a few quid at militaria fairs but I'm not into lugging around a few extra kilos in an airsoft game and I certainly hope that I'm not going to be in need of ballistic protection at my local skirmish site!

Sadly though, many plate carriers and vests will come with no "plate" inserts or very thin foam ones at best. These give no real form to the carrier, allowing it to flop out of shape and sag, especially when you put any weight in pouches on the back or front; they're also not particularly durable and degrade very quickly turning your oh, so carefully planned "operator" loadout into a right sack of spuds!

About two years ago now I was working on a custom rifle build and was sent a link to J-Tac Custom Airsoft. I started speaking to the owner, John, about some very specific parts I was after and he was particularly helpful and had everything I needed in his online shop, or was happy to direct me to sources if he didn't stock it. In fact he and I soon became mates and now speak to one another on a regular basis – and not just about airsoft either!

As I got to know him better the question arose of how he had got into the airsoft business and it turned out to be all about replica SAPI plates; like many of us he wasn't happy with any of the so-called "replicas" or "training plates" available



from the Far East but unlike most of us he decided to actually do something about it!

In his own words John told me:

"I started J-Tac about two and a half years ago as a bespoke armour vest maker, from a spare room, as well as supplying the then hand cut plates. Two years ago this July coming I went 'official' forming J-Tac as a business in partnership with my fiancée. In April last year we became a limited company. You'll usually find us at Tier 1 weekend events at STANTA and our 'home site' Matlock Combat Games.

I started making the plates, initially cut by hand as I said, as I didn't want to have the real plates or those horrible hard plastic ones as they were never comfortable, so I got the material and started out cutting one off, custom plates for my rigs; before long a few friends saw them and asked for them. It's all snowballed now into laser cut and engraved versions which are popular and, between us, I sometimes have fun trying to keep up with demand."

Now I have seen some of John's bespoke nylon gear which deserves a place in "GITAG" on its own merit and very nice it is too; in fact there's already a couple of bits that I've spoken to him about myself. Once upon a time as he says all of the replica plates he used inside his own designs were hand cut

which was very time-consuming if you wanted a perfect end result but this has moved on, and how!

The plates now are laser cut with the J-Tac logo as part of the process. The replica plates are made from a proprietary medium density closed cell foam which has thermal properties, so they will conform slightly to body shapes which aids in comfort for the wearer without losing the shape or form of the plate. It's a foam which has been chosen for its' performance characteristics and durability.

Given that there are so many carrier designs out there John has created a range of replicas made in 10, 15, and 20mm thickness foam. He has everything ranging from a pair of 6x6 small side plates at £9.95 right up to a 20mm thick Extra Large SAPI plate at £13.95; if you can't find something to fit your own rig in this lineup then you must have something pretty unique. Even if this is the case I'd recommend you still speak to him as he's all about "solutions".

Although as I said earlier the inserts that came as standard with my DCS plate carrier were perfectly adequate, they were still a "soft" option and I found when I really loaded everything up I did experience some "sag". John recommended I order a set of the 20mm Medium foam inserts and when they arrived I was very impressed indeed. The finish was superlative and the fit into the DCS was absolutely millimetre perfect. Once fitted they really gave the plate carrier a huge amount of rigidity without adding weight – and without causing discomfort in any area.

When I had the new VIPER plate carriers in for testing and needed inserts to truly bring out the best in them it was to John I turned and now it's a matter of course that I speak to

"I'M NOT INTO LUGGING AROUND A FEW EXTRA KILOS IN AN AIRSOFT GAME AND I CERTAINLY HOPE THAT I'M NOT GOING TO BE IN NEED OF BALLISTIC PROTECTION AT MY LOCAL SKIRMISH SITE!"

him if I want to find something truly hard to find, whether it be replica plates, particular parts for a custom build, or even something bespoke in tactical nylon.

I think it is absolutely exemplary that someone in this country has taken the time to create a unique and distinctive product and have the sheer *cojones* to turn this into a well-respected part of their business. Yes, it's one we've all thought about, but to actually do it?

Fair play mate!

A full set of two side plates and two medium SAPI plates runs to just 102g so you're not going to be weighing yourself down. The replica plates are of the highest quality, well priced, highly durable and by buying them not only are you finishing off your own kit to the highest standard possible, but you're also supporting a small UK airsoft business as well.

What more reason do you need to buy some? There's always a great solution out there if you speak nicely to the right people. I needed something unusual so guess what? I passed my requirements on, "Gave It To A Geek" and not

only ended up with the very thing I needed but made a great new friend as well!

You can find full details of the replica plates as well as a whole realm of high quality airsoft items and parts by visiting www.jtac-custom.co.uk or you can contact John via info@jtac-custom.co.uk.



John has kindly offered to create a set of Custom Plates for one lucky Airsoft Action reader, so turn to Page 48 now for details of how to enter this month's competition.

WIN



A SET OF J-TAC CUSTOM REPLICA SAPI PLATES



SO YOU'VE READ Jerry Noone's article about J-Tac's incredible custom SAPI plates and thought "I really need/want/fancy a set of those but I just haven't quite got the spare cash right now..." Well you don't need any cash to enter this month's *Airsoft Action* Competition, you can win them instead!

Jerry commented, "When I had the new VIPER plate carriers in for testing and needed inserts to truly bring out the best in them it was to John I turned and now it's a matter of course that I speak to him if I want to find something truly hard to find, whether it be replica plates, particular parts for a custom build, or even something bespoke in tactical nylon."

If you run any sort of rig, John from J-Tac has kindly offered to make a full set of Replica SAPI Plates for one lucky *Airsoft Action* reader, including side plates and all you have to do is answer five simple questions.

How easy is that?

Here are the questions:

- 1) How long ago did John start J-Tac?
- 2) Which Tier 1 events can you usually find J-Tac at?
- 3) What does "SAPI" stand for?
- 4) What different foam thicknesses does John use to create the plates?
- 5) How much does a full set of 2 side and 2 medium SAPI plates weigh?

Post your entries to: **SAPI Plate Competition, Airsoft Action, Calibre Publishing, Wyche Innovation Centre, Walwyn Road, Malvern, Worcs, WR13 6PL**, or email to: **competition@airsoft-action.co.uk** with "SAPI Plate Competition" in the subject line. You can also enter online, via the *Airsoft Action* website (www.airsoft-action.co.uk). Entries received after 18th November 2015 will not be valid. One entry per household. The winner will be the correct entry pulled from the Ed's hat.

ANSWERS:

1

2

3

4

5

Name:

Telephone:

Email:

Calibre Publishing would like to keep you informed of other offers and publications.
☐ Please tick here if you would NOT like to be contacted by post or email.





OUTDOOR TACTICAL PANTS®



MANUFACTURER'S SUGGESTED RETAIL PRICE
79€



EUROPEAN PATENT No. 002638791-0001

Lightweight, breathable, moisture-wicking and extremely comfortable, OTP® are soon to become your favorite trekking pants.



www.Helikon-Tex.com



HelikonTex



@HelikonTex





METRO

POST-APOCALYPTIC GAMES CAN BE TREMENDOUS FUN AND HUGELY INVOLVING IF THEY'RE DONE RIGHT. THIS MONTH JERRY NOONE LOOKS AT HOW YOU CAN CREATE A LOADOUT ON THE CHEAP THAT WILL SEE YOU THROUGH THE "END OF DAYS"!

MAYHEM

IN MANY WAYS, LET'S FACE it, airsoft is all about living out your fantasies in a positive way; we're outdoors most of the time being physically active, often with good friends and enjoying what we do. Whether you're putting together a good, solid loadout for a general skirmish day, loading up for a MilSim, sorting out your period WWII or 'Nam gear, or channelling your inner "operator" then to me it's all about enjoying what you do with like-minded individuals.

One of the best examples of this for me is "Post-Ap" airsoft as you really, really can let your imagination and creativity have free rein. As a keen reader of "what happens next?" sci-fi, I love a good "end of days" scenario especially if it's well thought out and executed by the scenario writers and the site operator. I've been to some absolute crackers over the years playing both the "survivor" and the "faction member". In fact I've led my own factions but more of that another time as this month I'm going to concentrate on the "survivor", how we create a "legend" and how easy it is once you have this in place to really flesh out your character... unless it's a "zombie" type scenario when "fleshing out" probably isn't what you want to do at all!

With the recent release of "Fury Road" I'm expecting to see a few more "Post-Ap" games to start appearing over the winter and into the spring and I certainly hope that some of them will feature an ongoing theme that lasts not just one

game but extends into a series, so that I can really get into the good and bad traits of my character. When I was running this type of game myself and the "broad brush" scenario and game world had been established I would, via the group Forums, encourage players to work out exactly who their character was going to be as this would have ramifications on their "in-game" actions. In terms of their character I would urge them to think about:

- Where has the Character come from and how old are they?
- Where are they now?
- Are they good, bad, or indifferent?
- What are their motivations?
- Have they a moral standpoint?
- Will these morals survive a harsh new world?

From these simple questions the seeds of a character were set, ready to bloom if they were allowed to. A character coming from a military background might be better trained and equipped, but it always amazed me how many players would ditch all the hi-tech gear and play things through with the bare minimum, trading with other players for food, water, and ammunition. Rather than come out armed to the teeth they would turn up with just a backpack, warm clothes and perhaps a pistol, sawn-off shotgun, or bolt-action rifle; they were in the

game for the immersion, for the story.

Of course there are always the teams that want to be the evil faction, the "Dark Templars" or members of "The Umbrella Corporation" which was good for a scenario writer as you could use these teams to drive the action, to change the very inertia of the game hour by hour. Everyone would have to abide by strict ammunition limits so even a faction team with full-auto RIFs were not always at an advantage!

Now I'm absolutely certain that we'll see some more outstanding "Mad Max" style loadouts with lots of leather, studs, and shiny armour and whilst this is a great deal of fun and should always be part of this type of game, my personal path takes me away from the "crazies" and more towards the feel of stories like "The Book of Eli", "The Road", or indeed "Metro 2033".

DOWN IN THE TUBE STATION...

Unlike most of my articles where I will recommend certain types of clothing, footwear and equipment to you, in this case I'm going to look at the kit I use for this type of game and I'd suggest that you look at this more as a template, or a way of approaching a loadout rather than replicating it. In my mind "survivors" would be a right old rag-tag bunch, some former military but most not. Their clothing, gear and weapons would be a motley collection of what they already had or what they could scrounge, trade for, loot or even steal. Pure survival on a daily basis would be harsh, cold, unpleasant and possibly very, very lonely.

One of the best descriptions I've ever come across in this respect is found in the 2005 novel by Russian author Dmitry Glukhovsky, "Metro 2033". In 2013 a nuclear war raged above ground, forcing a large number of Moscow's surviving population to relocate to underground Metro stations in search of refuge and safety. Eventually, those who settled in the underground train stations evolved their homes into



independent station-nations. Soon, new factions grew, ranging from the independent "Rangers", to the communist "Red Line" faction, to the "Fourth Reich", all controlling different parts of the Metro system via the different station hubs and all of whom ultimately lived in fear of the shadowy "Dark Ones" that entered from the shattered world above to wreak mayhem and carnage. The events of "Metro 2033" unfold initially in one of the independent stations, VDNKh but go on to encompass the whole underground system. Many of you will know "Metro 2033" as a video game more than a novel but I would urge you to read the book as there is just SO much detail in it; even if you don't, just search "Metro 2033 Images" online for an absolute wealth of graphic information and inspiration!

Taking the Moscow Metro as my starting point I researched the newest stations to have been built, as close to the 2013



"MANY OF YOU WILL KNOW "METRO 2033" AS A VIDEO GAME MORE THAN A NOVEL BUT I WOULD URGE YOU TO READ THE BOOK AS THERE IS JUST SO MUCH DETAIL IN IT."

starting point as possible. I researched the same map used in the story and tried to find out those that were unexplored or abandoned close to the fabled "D6" area (you'll have to read the story to learn more!). I took into account my own age, transposed that roughly to 2033 and worked back from there. My own character, "Feliks Tomashenko", has a timeline that goes like this:

- 1984 – Born to Party members of good repute.
- 2001 – Aged 18 Feliks joins the Federal Border Guard Service (FBGS) and serves with distinction.
- 2003 – At age 20 Feliks sees the FBGS incorporated into the FSB.
- 2005 – At age 22 Feliks joins FSB ALFA and receives specialist training in transportation and buildings and then strategic technology.
- 2010 – At age 27 given his specialisms Feliks is recruited into the Special Purpose Service (SPS) safeguarding nuclear missile trains.
- 2012 – At age 29 Feliks becomes part of a group created by the SPS to man a new missile train secreted in a bunker behind Maryina Roshcha Metro Station. Opened on 19/6/2010, a “deep station” down at 60m+, Maryina Roshcha is state of the art and the creation of the secret train bunker was disguised by general construction. It is also the end of the Liublinsko-Dmitrovskaya line.
- 2013 – Aged 30 Feliks and his subordinate and friend Oleg are on duty awaiting delivery of the train’s missiles when above them the nukes rain down and the world changes...

FINDING FELIKS

By the time we meet Feliks Tomashenko in the 2033 setting he’s obviously, as I am, knocking on a bit and not as fast as he once was during his time in FSB ALFA. He has to use his head and think through actions he might take, especially since Oleg disappeared in 2025. Fundamentally he is a good character but one that has seen and heard more than most, turning him into

an outsider, a loner – although the independent stations know him as “The Good Engineer”, as he always seems to appear when they most need him to help.

The hidden train, stockpiled with provisions for the ten-man crew (the rest of whom never appeared that fateful night in 2013) to last five years, means that Feliks has had access to a better diet than most and as there may (or may not!) be a working reactor in the D6 facility, he has had access to power, light and fresh water, as well as the facility itself via secret passageways unknown to the rest of the Metro dwellers. As a former part of a military group, Feliks also has access to Russian weapons and ammunition, the latter being the currency of the Metro, although he obviously won’t let on that this is the case...

With his personal timeline and a bit of a “fleshing out” of the character I fundamentally had “found” Feliks and from this point it was relatively easy to work out what he would carry and why. It would be easy just to go and say “go and buy an AK and a bunch of Russian Federation surplus gear” but I felt that a) this could end up being very costly, and that b) some twenty years after the event Feliks would probably have ditched his overtly military gear in order to better fit in with the population of his underground world.

That said, in his younger days he was the Russian equivalent of an “operator”, so I could let him have the luxury of a few pre-collapse bits of kit (alright, you can cry “cheat” now!). For his clothing Feliks has an old pair of CRYE pants that he traded with a DELTA operator when cross-training with them. These have faded to a very dull light brown colour over the years and along the way one of the knee pads has gone missing. He still proudly wears an old green and white striped “Telyashka”





shirt from his original FBGS days long ago but covers this with layers of wool sweaters to keep out the chill of the deserted, dark tunnels. Most of the time he wears a battered old brown leather coat and a simple pair of soft, worn-in leather gloves he acquired somewhere on his wanderings over the years. On his head he wears a simple knit cap and his boots are hiking models rather than military.

Feliks always carries an old Tokarev TT33 in a shoulder holster wherever he goes, the powerful 7.62x25mm Tokarev cartridge ideal for ending unpleasant encounters effectively and immediately. He carries a simple cloth backpack which contains foil-packed sterile rations, water, a self-fashioned cooking mug, a flashlight and a mock-leather map case containing a worn schematic of the metro system, although he knows most of the tunnels by heart after years of travelling and exploration. The pack also contains a short length of 5.45x39mm cartridge link which he uses to pay for accommodation, along with additional food and drink when he visits stations.

If he's heading into really dangerous parts of the Metro where he knows he might encounter brigands, or even worse, mutants he will also carry a heavily adapted AKS 74U which he can easily disguise beneath his jacket and a silenced Makarov in an old leather belt-holster; the silenced pistol has proved its worth many times over the years...

Sometimes Feliks will need to take the perilous journey up the silent escalators to the broken city to scavenge for certain parts in order to help the independent stations and in this instance he replaces the leather jacket with a better performing, hooded garment that he wears beneath a gas cape. He also wears a gas mask due to the toxic air, in this case a copy of the US M50 that was provided to the special missile train crews. He also replaces his short AK with a heavily modified, full length AK74 for greater mid-range accuracy and carries a classic AK chest rig with additional magazines. The overground is not a place for the feint-hearted, especially as you never know when the "Dark Ones" may strike!

So this is "My Feliks". His gear is a mish-mash of the old and the new but all of it is worn, carried or used for a reason, namely that it functions in the environment he finds himself in. You, or the scenario you sign up for, may decide that this is not the way for you but I believe that the thought process behind establishing your character is a sound one. For once it's not about what you spend or not, it's about what you imagine and how you go about creating that.

Whatever you choose, whatever decisions you make in relation to your personal "end of days" loadout, I hope that our paths will cross out in the ravaged world... unless you're a bad guy because then Feliks will have to put you out of your misery!

WHERE TO BUY

www.weairsoftofeurope.com

All the replica Russian gas blowback models used in this article are available from our good friends at WE Airsoft Europe, along with the whole range of NUPROL accessories, BBs and gas.

uk.redwolfairsoft.com

The ZUIZHE M50 Full Face Fan Airsoft Mask featured in this article was a gift from a friend in Hong Kong but they have been stocked in the past by RWA; you'll find similar "gas mask" models there from the likes of FMA.

www.military1st.co.uk

Military1st really are the "one stop shop" when it comes to anything tactical but they also stock items like canvas shoulder bags and AK Chest Rigs at cracking prices which would be ideal for this type of loadout.

www.sofmilitary.co.uk

Soldier of Fortune are very well known for their super re-enactors catalogue which does include a few Russian and Eastern European bits and pieces; check out their WWII gear as well for older style pouches and web gear.

www.varusteleka.com

Varusteleka are a bit of an oddball; established in 2003 this Finnish military surplus shop has to be seen to be believed! They stock literally thousands of interesting items from all over the world including a whole load from all of Eastern Europe. They also have a cracking sense of humour and offer incredibly cheap international shipping!

www.altberg.co.uk

If you're in need of a good pair of boots, whether military or civilian then check out Yorkshire boot makers Alt-Berg; the quality is first rate and they quite literally have a model for every use you can think of!

metrovideogame.wikia.com

For EVERYTHING "Metro 2033" pay a visit to the Wiki online! This is a superb resource about both the books and the video games packed full of useful information and some startling imagery. If you need inspiration you'll find it there.

"Metro 2033" by Dmitry Glukhovsky is available in paperback for £8.99, published by Gollancz, ISBN 978-0575086258. It's a corker of a read and if you're into anything "Post-Ap" then a copy really should be on your bookshelf.



>ELITE TROUSERS



Elasticated waist adjustment

Velcro/Zippered fly

Re-enforced seat

2x Buttoned back pockets

2x Deep cargo pockets

2x Regular thigh pockets

Velcro knee retention strap

Removable ABS knee pads

Internal knee pad adjusters
located in front 2 pockets

2x Ankle utility pockets

Velcro ankle fastener

Drawstring tie bottoms

With multiple adjustment features these trousers can be modified for individual fit and comfort. The built in ABS knee pads, with neoprene lining, also offer comfort and durability for any scenario.

Material: Ripstop Polycotton
Sizes UK: 28"- 42"
Colour: V-Cam

SRP £44.95

>GET THE TACTICAL ADVANTAGE



STOCKISTS / CATALOGUE
01234 740327
www.viperkit.co.uk

CONTINUING HIS LOOK AT 1960s
VIETNAM, GARETH "GADGE"
HARVEY TURNS HIS ATTENTION
TO THE LRRP

AIRBORNE "LURP", VIETNAM

FIGHTING AN ELUSIVE AND SHADOWY jungle adversary the US army's traditional means used to "find, fix and destroy" their foe often failed to find, let alone fix the foe – a new type of soldier was required, the "Lurp"!

Long Range Reconnaissance Patrol units (LRRP for short and also known as "Lurps") were one of the US army's "success stories" in a long war plagued by setbacks and defeat. While the strategy failed in the jungles of South East Asia it was a

sound idea and one that would find itself embedded into NATO planning until this day.

The origins of LRRP units can be found way back in WWII. The US army found that even within a conscript army geared up for "total war", there was a need for resourceful, intelligent and rugged soldiers able to improvise and adapt and take on tasks a conventional unit would struggle to achieve without sacrificing any of the fighting prowess of the infantry. British



"commando" units had impressed the US army with their ability to strike deep into the heart of the enemy and achieve results disproportionate to their numbers and so, in 1942, the Army Chief of Staff authorised the creation of the "1st Ranger Battalion" adding the (now famous) "2nd Battalion" in 1943.

LEGENDARY LIGHT INFANTRY

While created to ape the skills and successes of British commandos (in fact many trained at the UK commando school in Scotland), the US Army's "rangers" could trace their heritage right back to the founding of their Nation. Before the revolutionary war, the British had fought the French for possession of North America and one of the most legendary light infantry forces of the war, "Rogers Rangers" set the pace and skill set of "rangers" for generations to come - to the point that even today graduates of "Ranger School" receive a copy of the original ten "standing orders" issued to Rogers Rangers. While the Rangers in WWII had some fantastic successes, such as leading the assault of the US Normandy Beaches (as immortalised in the opening scenes of "Saving Private Ryan"), after the war their popularity with the top brass would wane

(as befell their counterparts, the British "army" commando units and the SAS). Many of the traditional duties of the "Rangers" were taken over by the Green Berets and other Special Forces, with only individuals receiving range training by the end of the Korean War.

The war in Vietnam, however, would revitalise US interest in deep penetration intelligence gathering units. Moves to establish "passive" recon forces had been in place since 1958, when the US army set up a long range reconnaissance school in Germany (in fact to this day the NATO International LRRP school is based in Germany and now trains individuals from all member nations in LRRP techniques), originally founded to monitor soviet forces in a possible third world war, they were quickly seen to have the potential for success in Vietnam.

By 1967 most divisions "in country" had an integrated LRRP company. Unlike conventional combat reconnaissance and "special forces" soldiers, the Lurp's main job was to gather information and not to attack or destroy the enemy. Each company consisted of a headquarters element and two platoons, with each platoon comprising eight patrols with six men assigned to each patrol. Principle missions for LRRP patrols included setting up listening posts deep within enemy territory, observing enemy troop movements and reporting them back, point security and, on occasion, ambushes and the seizing of prisoners to interrogate for further information.

The success of the LRRP project in Vietnam would be short lived however, the army's policy of "spreading out the skill" by putting Ranger/LRRP graduates into regular units was revived and divisional LRRP units were disbanded with the men allocated to the "75th Infantry Regiment", another Ranger unit.

Our Cold War Warrior this month represents a "Lurp" attached to the 173rd Airborne Division (with many thanks to the 173rd Airborne re-enactment group for helping Airsoft Action with photos). LRRP units had similar latitude with their kit to those in the Special Forces, SEALs and other similar units and our warrior here is no exception.

Basic battledress comprises of the ERDL jungle uniform in "green dominant" which was, along with Tiger Stripe patterns, a popular choice among LRRP troopers, although regular jungle fatigues and other patterns could be seen in the field. Designed in the late 40s, the Engineer, Research & Development Laboratories camouflage pattern would not be introduced to LRRP units until 1967 and represented the US army realising that their original assertion that "olive drab" was the best solution to the varied terrain of Vietnam may not have been correct.

ERDL came in a "lowland" and "highland" (or "green dominant" and "brown dominant") pattern and was surprisingly effective in the jungles of South East Asia, while the principle difference between the two patterns is the main base colour the "lowland" pattern also has noticeably thicker black "drawings".

Protecting his head from the heat of the sun, our soldier



wears an olive green "boonie hat" which may well have been privately made as it looks of a slightly different pattern to the army issue hat. As with our "1st Cavalry Trooper" (seen earlier in this series), he also wears an army issue green towel, or "drive on rag" around his neck to soak up sweat in the oppressive heat. On his feet are army issue Jungle Boots or "boonie buffs", well-designed for the hot wet heat of South Vietnam, the jungle boot comprised a leather lower and fabric (canvas and nylon) upper atop a rubber sole, with drainage vents on the instep the boot provided ample ankle support while allowing the foot to sweat and water to drain out.

PRISONER SNATCHING, AMBUSHES AND INTEL GATHERING

CARRYING THE LRRP'S ESSENTIALS IS the sturdy canvas M56 webbing set issued to most soldiers in Vietnam during the 1960s, until a nylon version superseded it in the 1970s. Comprising of a weight-bearing, H-shape yoke, pistol belt, ammunition pouches, water canteen and "butt pack" for emergency rations and equipment, our trooper is equipped lightly with his heavier kit and the teams radio stashed at a "lying up point". Out man is perhaps about to embark on an ambush or prisoner snatch mission as we can see by his collection of weapons.

The main small arm of the patrol is the M16 assault rifle, in this case liberally camouflaged with black and green adhesive tape. By this point in the war the initial deadly "teething problems" of the M16 had been largely ironed out, although some teams carried AK47s to disguise the sound of their firing and mask them as "communist forces" (some teams also wore Vietnamese sun helmets for the same reasons but both "ruses" could backfire - quite literally if friendly forces heard or saw them and engaged with a "blue on blue" friendly fire attack).

Feeding the fully automatic 5.56mm M16 are 20-round ammunition magazines from the his front pouches and clipped to each side of each M56 ammo pouch are M26 fragmentation



grenades, essential in the up close and personal realm of jungle warfare. While (as aforementioned) the M16 had largely been "sorted" by this point, the memory of early catastrophic failures was still in the minds of many men and our LRRP carries a 1911 .45acp pistol in a leather holster as a backup. Slightly more dramatic but quieter "back up" is provided by his bayonet, the fighting knife secured to his front webbing and the 1942 patter machete secured against his butt pack. Made (and still made) by companies such as Ontario, Clyde and Collins, the machete was a vital tool for clearing paths through impenetrable and quick growing jungle (at the risk of leaving an obvious trail) but could be employed as a close combat weapon at a pinch!

Vietnam skirmishes seem to get more and more popular and when you attend one "Special Forces" with their glamour and allure always seem to outnumber the "grunts" in olive green but one thing you rarely see is LRRP impressions. It might be that not many games have a role for silent observers and intelligence gatherers but many do and (having played the role of LRRP myself at many games) it's almost as exciting to be concealed in the brush with "eyes on" the enemy movements, yourself unseen, as it is to be executing the ambush or taking part in the firefight.

So why not give the LRRP look a go? As with many Vietnam impressions, original kit in large sizes is getting harder to find but original webbing is still there (although getting pricier). The good news though is that many companies like "Soldier of Fortune" stock excellent repros at a fair price (I'm told their ERDL repro is very good!)

So go LRRP! Cam up, drive on and hunker down!





OPERATION

KELLY "FEMME FATALE" HARDWICK HEADS DOWN TO SOUTH WALES TO TAKE PART IN HER FIRST MILSIM-TYPE OPERATION.

ZERO ONE THIRTY



TASKFORCE SPARTAN, A FORWARD EXPEDITIONARY force, were sent into the territory of Cowbridge to maintain a foothold for their country and to quell an outbreak of smuggling and trafficking.

Following a series of uprisings in an attempt to overthrow the Cowbridge's local government, the neighbouring country of Bartania sent a large ground force in to take the territory for their own. They were well-armed, well-trained and looking for a fight!

The Bartanian's forces Commander, General Steel, gained power rapidly and became the overall Commander in Chief for the territory. General Steel had strong connections to a Columbian drug lord, Cost Latenes, who was known to be helping Steel to traffic large amounts of arms and drugs into the country via a local shipping port. During a direct strike coordinated by the Taskforce Spartan forces and local Police on the shipping port, Latenes was arrested and held in a secure facility to be interrogated, however, Steel's Ground Commanders escaped with a large amount of the shipment.

The smuggled firearms and drugs were being well protected by General Steel's Militia Forces in various bases within the territory, with drug and armaments deals being carried out by Steel's Ground Commanders. It was estimated that one local Ground Commander for the area – a ruthless female officer of the Militia going by the name of "Femina Fatal" - was due to take a final, large shipment of drugs and distribute them throughout Cowbridge, via her lower chain of command.

It was the order of Taskforce Spartan's forces to seize the smuggled goods and, if possible, capture Steel and Fatal alive to restore order and peace to the territory of Cowbridge.

The Operation was called *Zero One Thirty* and had a time limit of 31 hours.

Operation Zero One Thirty took place at Task Force Skirmish Paintball, in the village of Cowbridge in the Vale of Glamorgan, South Wales and was run by the site's new Airsoft events company, Spartan CQC Wales. For me, this Op was a hell of a drive; it was roughly 152 miles and took me almost 3 hours to arrive at the site from my home in the East Midlands. Although the drive was a long one, it was relatively easy and was very scenic, as I took the M42 onto the A48 and got to see plenty of the Welsh Countryside and quaint villages on the drive in.

Task Force Skirmish Paintball is primarily a paintball site and has been running for approximately 26 years. The site has been managed for the last year by its current owner and manager, James Chinn. Task Force Skirmish offer a range of activities including Paintball, Laser tag, Zombie Survival events and now, thanks to the expansion of the site, Airsoft. Spartan CQC is a relatively new venture and has been running for around 5 months.

The site has a total of 16 Airsoft Marshals and has a total capacity of 300 players but, on an average game day you can expect to see between 30-40 players, which is a good number for a new site. They run games twice a month and have big plans for the future, including building a shooting range, a shop, an onsite tech service and even a trial ground. Spartan CQC also have plans to open up more sites in the near future and to branch out into corporate events.

The event itself was a rather small affair, with only 15 players on the first day of operations but this increased to 35

players on the second day. The price for the event was £50 which included the cost of camping. The site has full safe zone facilities including male/female toilets and a kitchen that serves hot food such as burgers and hot dogs (which meant during the op, both sides snuck away from the action for a cheeky snack!)

When I arrived at the site I was greeted by James and the manager of Spartan CQC, Jay Jones. I grabbed my kit and was lead up to our base for the weekend – "The Home of Spartans" – a classroom located within the Spartan area of the site. After settling into the Spartan camp, I was given a tour of the site by Jay to get an idea of what terrain we'd be facing. The site itself is huge and has an array of impressive structures, abandoned vehicles (including a downed Helicopter) and "arenas" for players to compete in, all hidden away in the Welsh countryside. Over the weekend we got chance to play the whole site, which was a little much for the amount of players we had on the first day but it did make for some interesting gameplay! The arenas included "The Ammo Dump", "The Bridge", "The Teepee Grounds", "The Village" (which was my personal favourite), "The Fort" and "The Tunnels".

For this event the Spartan CQC had asked me to play one of the vital characters in their event's story alongside other members of their staff, which was a great pleasure and a little bit of a shock because this was my first ever Operation.

The mission was simple; the Bartania forces under the command of Steel (James Chinn) and myself, had to keep control of the territory and keep the drug/arms shipment in our possession. Taskforce Spartan had to take control of our territory and acquire our shipment. Both teams had just 31 hours to complete their respective mission before exfil. As I'm normally a player on game days, it was interesting to be a cog

"ALTHOUGH I HAD A TORCH ON MY RIFLE, THE DARKNESS ADDED ANOTHER ELEMENT TO THE GAMEPLAY AND NOT BEING ABLE TO SEE CLEARLY IN ANY DIRECTION WAS BOTH UNNERVING AND EXCITING."





in the works of what makes the event run smoothly and to see all the behind the scenes goings on. Bartania's first task of the weekend was to set up our patrols and watch over our territory.

One thing that took me aback regarding MilSim style play is how "slow" it can be. I'm used to playing fast-paced, hard-hitting CQB and this definitely was a shock to the system. As there weren't many players on the Saturday, the day was quite slow to get started. We started the operation at 11:00 hours on Saturday morning. Our first patrol lasted around 40 minutes and took us on a stroll of our territory through the site's main roads and up into the village, only being engaged once by a small team. When we reached the village however we were attacked more fiercely by Taskforce Spartan and the firefights between the forces were intense. However our Bartania forces were very lucky to have a Light Machine Gunner which thwarted their attacks. The two sides danced backwards and forwards like this until we returned to our base camps to recharge and eat that evening.

The Bartania forces decided to wait for nightfall to stage an attack on the Bridge on the central road of the territory. This was definitely the highlight of the day for me, as I've never played Airsoft in a woodland environment in the dark and it was quite exhilarating. Although I had a torch on my rifle, the darkness added another element to the gameplay and not being able to see clearly in any direction was both unnerving and exciting. Myself and General Steel (James Chinn) took point on the bridge and waited patiently for our prey to wander into our sights completely unaware of their fate. As two lone scouts walked into our midst we took them out. Spurred on by the first kill of the night, we moved out into our territory where more of the enemy were holed up in the Fort. We attacked with a fierce aggression, under a screen of smoke and a hail of grenades. Our forces infiltrated the fortress and took a hostage, who turned out to be our ticket to taking the fortress as our own. Before the night games started, everyone was given a set of glow sticks to wear somewhere on their kit – front and back so it was easier to see other players and also identify what side they were on. We used our hostage to walk through the rooms of the structure undetected by the enemy players, taking out anyone in our path as we moved through the fortress. The games continued throughout the night, however, I and a few other players decided to head back to the Home of Spartans to



get some much needed rest after the day's activities, so we'd be well rested in the morning.

The Sunday was a much more intense day for both sides, as not all the participants played the whole 31 hours so we gained a fair few more players on the Sunday, which opened up the gameplay options.

The first mission of the day was to retrieve all the "drugs" packages - which had been lovingly made by Spartan CQC's manager Jay from bags of flour and parcel tape - that had been carelessly lost by one of the Bartania's forces drug mules and were spread out inside the tunnels within the territory. Taskforce Spartan were able to get their hands on a fair few of our parcels but the Bartania forces were ruthless in their advance throughout tunnels and my team mates were able to bring home most of the shipment we had lost. The next task was to defend the stash at all costs and this battle took place in the centre of the territory adjacent to the main road, so we were vulnerable at all angles.

We placed the shipment in ammo tins and concealed it within a wooden platform structure in the area we were defending, all that was left to do was wait for the enemy to come to us and take them. Amongst our ranks we had sniper and LMG support which helped us keep our territory under control. At the end of the 31 hour time limit, the Bartania forces sent Taskforce Spartan back to their territory, unsuccessful in their mission.

I have to say I had a fantastic weekend with Spartan CQC and would definitely go back for another event if they decide to make this style of op a regular event. The site itself is a varied woodland site with plenty of different types of terrain and structures to battle through, which makes for really interesting gameplay and it also has great facilities for the players which makes for a more comfortable game day.

The site's staff are professional and friendly and marshalled the games well. As this was the first event Spartan CQC had ran of this kind, there were a few issues over the weekend such as other customer's onsite, the small amount of players on the first day of operations and using a little too much of the site for the numbers but after giving the staff feedback on the event, I have high hopes for their next op!



Airsoft Zone



STARTER PACK DEALS



CM16 M4 Raider-L
£124.99

Starter Pack Deal
with CM16 M4 Raider-L
£159.99



CM16 M4 Raider
£124.99

Starter Pack Deal
with CM16 Raider
£159.99



CM18 Mod 1
£154.99

Starter Pack Deal
with CM18 Mod 1
£179.99



Fire Hawk M4
£139.99

Starter Pack Deal
with Fire Hawk M4
£169.99



CM16 M4 R8-L
£149.99

Starter Pack Deal
with CM16 M4 R8-L
£179.99

1x Bright Green Rifle
1x Black Mesh Mask
1x 8.4V 1600mAh Battery
1x Battery Charger
1x Blaster 0.20g BBs

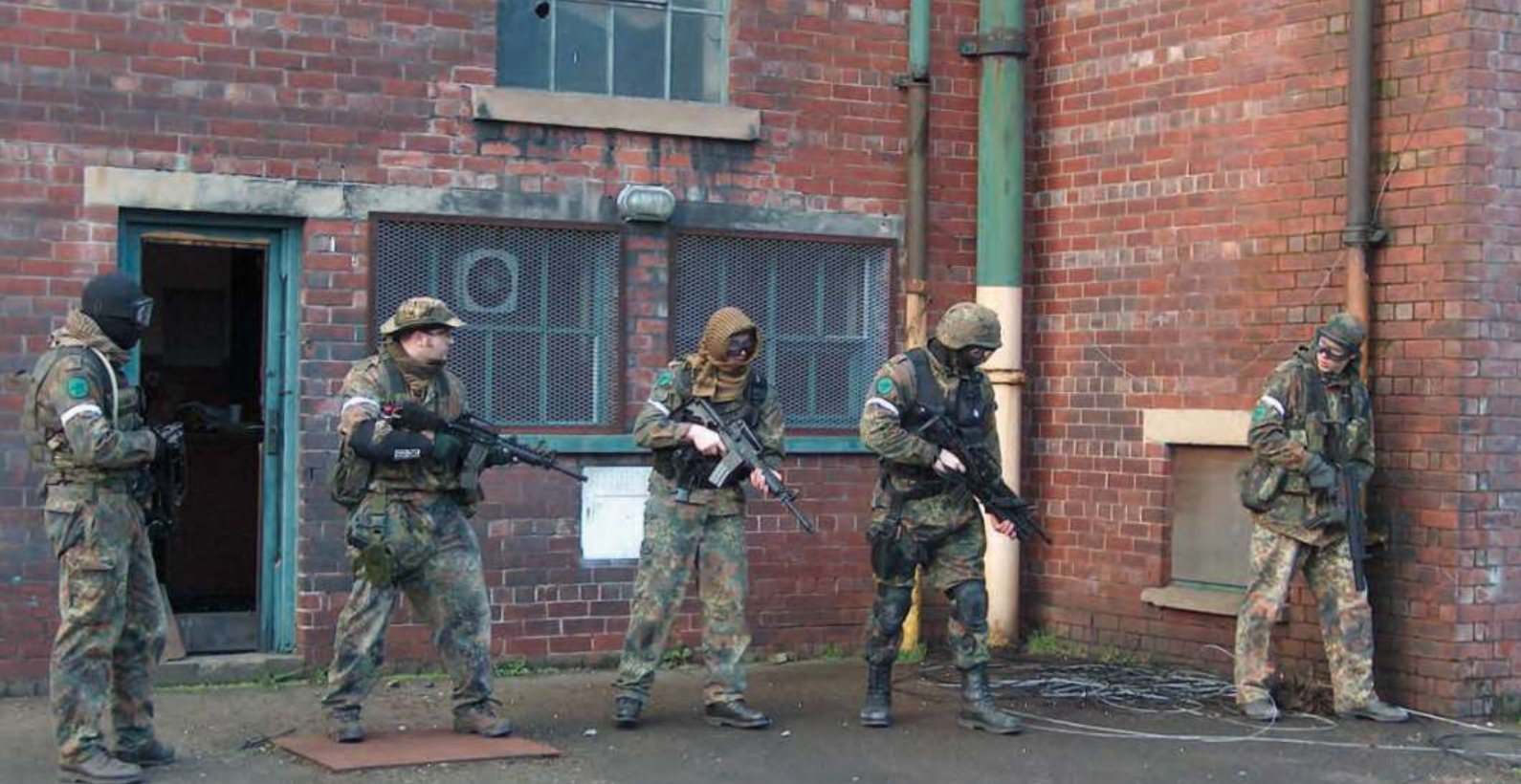


Airsoft Zone Ltd
Unit 2 Detection House
Brooklands Approach
ROMFORD
RM1 1DX

MON - FRI: 11.00-18.00
SAT: 10.00-17.00

tel: (44) 01708 733 275

www.airsoftzone.co.uk



A NEW BEGINNING

GARETH "GADGE" HARVEY STARTS A NEW MINI-SERIES BASED ON HIS PERSONAL EXPERIENCES OF FORMING A TEAM – THE GOOD, THE BAD AND (SOMETIMES) THE UGLY!

WE'VE ALL BEEN THERE on the skirmish field, you're at your first open day or event and across the safe area you see the daunting sight of eight bombed-up players, toting matching combat gear, compatible AEGs and a cool team patch?

And it's perhaps this "psychological" impact that gives a lot of teams their first victory before they even pull the trigger but, it can also have its downsides. Being a member of a team means that you can all get judged on the sportsmanship and conduct of your weakest player; at *Airsoft Action* we've seen entire teams branded as "cheats" because of one or two bad apples, which is a real shame for the other six guys playing honourably.

In this series of articles we'll be looking at forming a team and the key roles commonly featured in airsoft teams and their strengths on the skirmish field. For many players open days are perfectly fine as a solo affair, or with a couple of mates but for many the "dream of a team" is a daunting prospect.

So what makes an airsoft team? For many it's as simple as just turning up at the same event with a regular bunch of mates. Some commission a unique "morale patch" or sew-on team logo and for the majority this is where being a team stops – and there is nothing wrong with that! Those wishing to take it a little further, however, usually elect on wearing the same, or complimentary camo patterns or to an extreme, an historically correct "loadout" or "impression" that is standard for every member. The latter can be seen most commonly in the realm of WWII, Cold War, 'Namssoft and MilSim events. Some players even find it a boon to utilise AEGs that can use the same magazines, to aid in "ammo sharing" on an event (in fact many historical and MilSim events insist on players wearing a set "uniform" depending on the scenario).



I have to confess I'm definitely one of the latter brand of airsofters. I love playing in my 80s Brit themed team, the Royal Union Rifles, where we're all wearing 1960s brit DPM, all carrying SLRs (except for the gunner and sniper) and we all know we're carrying the same stuff in the same pouches! But my airsofting adventure didn't start off quite so hardcore, like many players it started off on the open day arena...

Having been enticed to try airsoft by an old paintballing mate from Uni (as it was "like paintball but cheaper and better"), I'd become a semi regular attendee at a local East Midlands site and saw a fair few of the regulars sporting a "site patch". Quite often the "site team" would play off against the walk-ons and while it was fun, it was often a one-sided affair as the locals knew the lay of the land and, more importantly, each other. They could second-guess where their teammates would be flanking from, even without radio comms, just from past experiences.

DON'T JOIN 'EM... BEAT EM!

After several demoralising defeats I decided that I didn't want to join them, I wanted to beat them and thought about forming my own team! While I had (by this point) dragged a few friends into airsoft, I was also in the perfect position to recruit pals from work too. At the time I was working as the "Events Manager" for a large wargames company, so not only was I able to organise "away days" but I also had a pool of dozens of military-mad mates to enlist.

It didn't take long to arrange a "sports and social" trip to my home site and to make sure we weren't mulled by veterans, we arranged to have the whole site to ourselves - as 40 or so of my colleagues wellied the crap out of each other on a hot summer day and to make it even better, work footed the bill!

With the sneaky groundwork done, I asked the lads after if "anyone fancied forming a team?" Silly question really and

met with a resounding "Yes!" The only question now was how far would we take it? For a start we all wanted a team patch at least, so the lads from the art department were put on to it and before long came up with a nifty logo that utilised some of our wargames imagery (which work were kind enough to approve). A manufacturer was found online and before we knew it, we'd ordered a score of unique patches... We were, in essence, a team from this point on.

The biggest discussion came later, on kit.

We all agreed that having the same colour or camo kit

would not only make us look and feel like a "unit" but it would also prevent "blue on blue" incidents, as we'd no longer have to struggle to spot an armband, we could go "Is that flecktarn? Probably one of ours then!" And it was indeed flecktarn, the German dot and blotch-based camo, we settled on as we compared the availability, price and "uniqueness" of several schemes. While it wasn't that "unique" (it was nowhere near as common in 2002 on the field as it is now), flecktarn won over other schemes as it was possible to get webbing, uniforms, camelbacks, caps, bandannas.. you name it in the scheme and as the German army was having a refit at that time, a basic set could be got for a about £12, which was a winner in getting new players kitted out.

CHOOSE YOUR WEAPONS

Not every team goes for one scheme though, many go for "mainly green" or "multicam-type" schemes and mix and match, while still keeping a uniform (no pun intended) look. One of my former teams "Red Star Battalion" had the simple rule that weapons and kit had to be "post-Soviet" Russian.

"40 OR SO OF MY COLLEAGUES WELLIED THE CRAP OUT OF EACH OTHER ON A HOT SUMMER DAY AND TO MAKE IT EVEN BETTER, WORK FOOTED THE BILL!"





PRO AIRSOFT SUPPLIES

FOCUSING ON THE BRANDS WE TRUST
OPEN 7 DAYS A WEEK 0208 347 6476 / 0208 292 6548

WIDE SELECTION OF AEGS AND GAS RIFLES



WIDE SELECTION OF TACTICAL GEAR



WIDE SELECTION OF UPGRADE PARTS



CUSTOM INTERNAL & EXTERNAL WORK
DONE BY OUR IN HOUSE ENGINEERS

FIRING RANGE + FREE CHRONO IF YOU NEED TO CHECK YOUR FPS
1 HOUR FREE PARKING 4 MINS FROM HIGHGATE TUBE



This gave each player a lot of scope for personalisation while still keeping a very “Russian” look to the group. We mainly used AKs and variants of Russian “tiger stripe” or “kamysh” in varying shades from brown to, would you believe it, blue (a colour that used to get a lot of piss-taking at the briefing, piss taking which died down when we disappeared in shadow and low light!) Similarly with RSB, we opted for a Russian Special Forces patch commercially available, rather than making a unique team one up.

While many teams let players use whatever AEG of GBB they fancy (and let's face it the main draw to airsoft is the gun and we all have our faves!), my former work team, the Lenton First and Only, *accidentally* ended up using the same couple of guns all round. To be fair in 2002 there were not a lot of AEGs to choose

from, the Tokyo Marui G36C was pretty new and shiny and many of us picked one of these up, the other AEG of choice being Classic Army's (then) new M15. While CA had had a bad rep for reliability prior to this release, this one broke the mould by being reliable, rapid-firing and, rare at the time, metal-bodied. With 75 per cent of the team using M15s and the other quarter G36C it meant that a mag breaking mid game was no biggy as someone always had a spare. Likewise, getting low on ammo rarely resulted in a trip to the safe zone as a buddy could always throw you a spare.

To me though, what made the LFO different to other teams is that we ‘trained’. Some people think team training is taking it a bit too far and do perfectly well with “in-game training”. With the LFO, however, we felt that some situations held us up (room clearing, clearing a corner held by a hunkered down

opponent etc.) and decided to train for these situations either with dedicated training days (such as attending Stirling Services events), or by utilising “lunch time” to run through drills. All in all we ended up being a mammoth team of about 40 players and an imposing sight on the skirmish field, in “unit” kit and with clearly defined team roles (and the skill to utilise those roles) but I have to stress, that's probably the most serious many teams get and the majority get by with a logo and a patch!

YOUR TEAM

So how do YOU go about forming your own airsoft team?

Chances are you have some likeminded mates. If you frequent themed games the odds are your mates like *exactly* the same style as you, so why not ask them next time you're out if they fancy forming a team.

Start small at first. Get four or five of you to start with; Lead by example and you'll find you also recruit by example. Play as fair as you can and be good sportsmen on the field and friendly in the safe zone and you'll soon have people asking if they can join. No one likes an elitist team but most teams give new members a trial period to make sure that personalities don't clash and that the new player is someone they can share a joke with as well as a firefight.

Don't be afraid to be firm in your resolve if you don't get on with a new potential recruit. The downfall of nearly every team I've seen collapse in over a decade in the hobby, has been internal bickering or dissatisfied members forming “a team within the team” with their best mates, or even breaking off entirely.

So in essence, pick some likely mates; get in a good war movie and some drinks. Have a chat about where you all agree the team should go and how serious to take it. Think how much time and money you can dedicate, a “SEAL Team 6” MilSim unit might sound like a great idea but your credit card may beg to differ!

Above all, remember there is no right and wrong. Four guys turning up on the same day and sticking together is as much of a “team” as 15 guys kitted out like Spetsnaz speaking Russian! Pick what you're happy with but for those wanting to take it that bit further, check out this feature each month where we'll look at the key roles in the team, how to play them and why you need them.

Next Month: The Team Leader/Section Commander

SCOTT ALLAN TRAVELLED TO HOLLAND TO TAKE PART IN A MEMORIAL OF A DIFFERENT KIND

ARNHEM ROUTE MARCH

THE BATTLE OF ARNHEM in Holland was one of the greatest battles of the Second World War. From the 17th to the 26th of September 1944 the Battle of Arnhem raged and spawned, many years later, the great film which still sports one of the best, yet so British quotes, that it's spine chilling...

SS Panzer Officer: "My general says there is no point in continuing this fighting! He wishes to discuss terms of a surrender!"

Major Harry Carlyle: "We haven't the proper facilities to take you all prisoner! Sorry!"

The Battle of Arnhem from Operation Market Garden was the epitome of military "it'll be alright" planning. The troops landed and were completely ill-equipped to deal with the 10th SS Panzer & 9th SS Panzer divisions that the Allied troops landing were not fully aware of.

Ultimately the battle was a victory for the German forces yet the airborne forces held out far longer than they were meant to. Little more happened until the winter in the immediate region but it has long been held up as a brilliant act of defiance by the airborne regiments that landed to fight against an impossible situation.

Route Marches are something I've been involved in the past with. Admittedly it had been some 15 years ago when I did two years in a row on the Vierdaagse Nijmegen march. A

gruelling and punishing 200 kilometres in four days, that's 32 miles per day. That's around 25% more than a marathon.... Each day. It is a real battle on the physical and mental plains to get up at 2am each day to walk, knowing that as soon as you place your feet on the floor it's going to hurt you.

This excursion for the 69th Annual Airborne Wandeltocht (hike) starting in Oosterbeek was not the first for some of our group. Our group was made up of like-minded Airsofters who were also bikers and had a mixture of ex-military or old friends from the cadet forces (that's where I fit in). Our group of five became four before we even landed in Holland, funnily enough he was the only officer of the group (insert admin vortex joke here). The plan was to leave Edinburgh on Thursday for the Newcastle ferry to Amsterdam, arriving on the Friday, then ride to our hotel and do the March.

You can opt for the distance you wish to walk, naturally we took the longest route possible at 40 kilometers. It didn't seem that far at the time...

The route took us past many places of note during the Battle of Arnhem:

- The former headquarters "Hotel Hartenstein" (now the "Airborne Museum") from where Major-General R.E. Urquhart, CB, DSO, commander of the 1st Airborne Division led his troops. The museum is open every day still.



- The Airborne Cemetery of Oosterbeek, where over 1,750 British and Polish soldiers found their last resting place.
- The vast woods of the "Bilderberg", where a heavy battle took place.
- The landing areas of Wolfheze, Heesum en Renkum, where the Airborne soldiers landed in gliders
- The "Old Church" where the troops gathered before their retreat.

Every year over 30 bands take part in the event, as well as military teams from as far away as the US and teams from the UK Cadet Forces too. The whole area becomes a living monument to the battle. The maroon and blue of the Pegasus flag line the streets and fly from the local houses, a symbol of commemoration and celebration at the efforts of those few who bravely fought against all odds in an effort to help those oppressed by tyranny, line streets and houses.

Our ride on the bikes to Oosterbeek was without incident and sunshine. Lashings of Dutch soggy hospitality ran from us freely as the heavens opened during the ride down through the country. We decide to shelve our longer run plans almost immediately. We still managed to visit Nijmegen on the ride down to reminisce about our younger years and old friends who used to join us on the Marches.

We squelched into our hotel, sniggering at the river creeping from us back to the front door. Thankfully due to decent kit we were dry and warm underneath. After we de-kitted and unpack into our surprisingly swish hotel, I grab as hot as shower as I can stand and we all grab a cab to Oosterbeek for dinner.

The rain pours and pours and then pours some more during our excellent dinner, that is complimented all the more by fine Dutch beer which lifts our spirits to a jolly level. We get an early night and wake up nice and sharp to head to the walk start line, which is surprisingly far away from where the taxi drops us off.

The start time is from 7am until 10am, we arrive just before 8 and set to work. Thankfully the skies are fairly bright and there is a lukewarm breeze waking us up. We opt to run fairly light as the rain has been forecast and if it was anything like yesterday, it would be heavy but also warm-ish. Sporting my Arcteryx jacket and Arcteryx shorts I figure I'm ready for anything. Oh how wrong I am...

In fairness we smashed the first 20k with no stops in just over 3 hours. One of our party was showing the signs of suffering due to having most of his lower leg rebuilt after a motorcycle accident a few years ago, yet he soldiered on without complaint. Then the rains and the wind came!

Walking across open plains of the Netherlands we had no shelter. The temperature dropped a little and our feet began to squelch. We opted to push on rather than stopping to cool down and get cold. The rain lasts for some time and is followed by another few heavy downpours. But our spirits are high and we pass many teams, including a US Army team who are sheltering from the rain. I ask the only one not donning a poncho if he forgot his, he replied "Nah, they're all just weak!" It's what the march is all about, spirit and teamwork. We have a laugh and we all head on down the seemingly endless road.



We arrive to the extremely busy finish line that slows us down considerably over the final 5 kilometers. On the flip side, as we progressed through Oosterbeek town centre the bands play and the crowds hand out flowers to the walkers – something that also happens during the Nijmegen March. Better than all of this though, the rain stops and the sky brightens up. We collect our modest medals and head off back to find a taxi to return to our hotel. Then we realise that taxis aren't getting to our location, so we have to walk and that is about another 5 kilometers away. We suck it up and plod on, having a chuckle as we hobble and limp back, cold and damp.

As we arrive downstairs for dinner that night many of the locals congratulate us and a few of the older generations are genuinely grateful that we have made the pilgrimage to Holland to pay our respects. It is sincerely heart-warming to have made an impact, even a small one and it is one thing that I always remembered about Holland. They really still do appreciate the efforts the allied forces made during the war and, even though for many of the young it is a drinking and laughing festival, the underlying remembrance is always evident.

It was certainly a very worthwhile march for me from a personal point of view. As a group I think each of us took something away in a personal reflection way.

For those interested in finding more information about the Airborne March check out: www.airbornewandeltocht.nl



**CWC G10 GENERAL SERVICE - £150.00**

- Swiss Made since 1972
- Highly accurate Swiss Quartz
- Luminous hands & markers
- Stainless steel case
- Fixed bars
- 3 Year Warranty

**ALT-BERG MOD BROWN SNEAKER - £154.99**

- lightweight soft supple Nappone Leather
- Cambrelle lining - Foot & ankle only
- Tri-flex 3 season midsole
- Vibram sole
- Weight: 630gms (size 9)
- Height: 23cm (size 9 incl heel)
- Size: 6 - 12 Including half sizes**

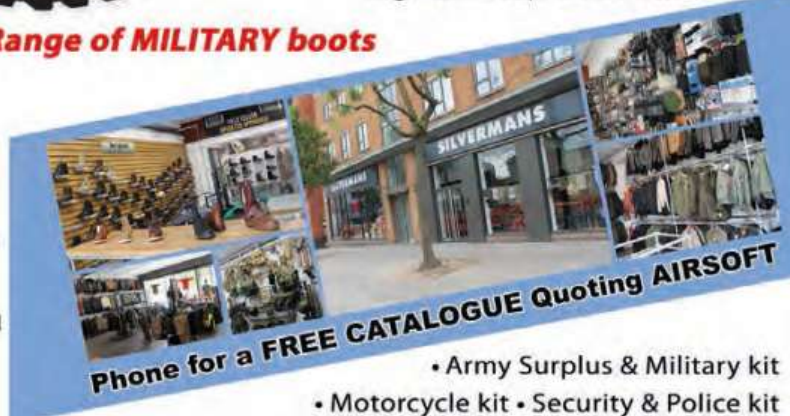
**MAGNUM MOD BROWN PANTHER- £60.00**

- Action Leather upper / 900 Denier nylon upper
- High traction slip-resistant outsole

Visit our Website for FULL Range of MILITARY boots

**33LT FORCES RUCKSACK**

- Rugged construction
- Side pockets with lid covers
- Waterproof cover
- Chest and waist stabilisers
- Webbing facility on base lid
- GREEN, BLACK - £39.99**
- HMTC - £42.99**



Phone for a FREE CATALOGUE Quoting AIRSOFT

- Army Surplus & Military kit
- Motorcycle kit • Security & Police kit
- Outdoor & Camping plus much more



Tel: 02077 900 900

Mile End, London E1 4PE • www.silvermans.co.uk

Mon - Friday 09:00 - 18:00 • Sat CLOSED • Sun 10:00 - 13:00

Prices subject to current cat. Standard UK p&p £3.99

THE FUTURE'S BRIGHT, THE FUTURE'S RECOIL



KWA RM4 ERG
£365



BOLT KEYMOD M4 RECOIL
£350



WE APACHE 'MP5' GBB
£300



WE MSK MASADA GBB
£350



BOLT M4 SOPMOD RECOIL
£350



BOLT SR47 RECOIL
£350

LOOKING FOR MORE LIKE THIS?

At Surplusstore.co.uk we not only stock an extensive range of Airsoft rifles, pistols & Gas Blow Back Guns, but also the full Nuprol range, Devil Blaster BBs, Holsters, webbing, pouches, outdoor clothing & Boots!

Browse our range online or come down and visit our large showroom in Crawley, West Sussex. We have an Airsoft technician in store for all your technical needs.



Use This Code Online: Action515

WHEN YOU BRING THIS ADVERT INSTORE WITH YOU*

SURPLUSSTORE.CO.UK

SUPPLYING YOU SINCE 1961

www.surplusstore.co.uk

Open Monday - Saturday 9.30am - 5.30pm

Visit us and enjoy **FREE PARKING** at:

Unit 2, Access House, Stephenson Way,

Three Bridges, Crawley RH10 1TN

Tel: 01293 525 880

*Offer valid until 30th November 2015

NOVATCOMBAT.COM

NOW IN STOCK!

**Japanese & Chinese
Airsoft replicas!
High stock levels**

PLUS

**No VAT
& Free shipping**

This means less cost for you

BEAT THE CREDIT CRUNCH

! VCR RESTRICTIONS DO APPLY!

**VAT FREE AIRSOFT
ACCESSORIES & PARTS**

TEL: 01481 715051



Airsoft gaming the way it should be!

UKARA & UKASGB Registered | 1:10 marshal : player ratio
200 player undercover safe zone | TLSFX pyro trained staff
Unique mixed-terrain site on active MoD
training base



MoD Caerwent - A48 - South Wales



www.dragonvalley.co.uk

WWW.MILITARY-OUTDOOR.CO.UK

AIRSOFT

BODY ARMOUR

COMBAT CLOTHING

NIGHT VISION - TACTICAL KIT

SURVIVAL GEAR

10% OFF ANYTHING

WITH DISCOUNT CODE: AASPRING10

SALES@MILITARY-OUTDOOR.CO.UK

Tactical Airsoft Shop

est 2008

Free P&P on orders over £60

Free 2 tone service

**Free days skirmish at Tactical
Warfare Airsoft when you
purchase a rifle from us.**



**We provide affordable, reliable products
and services that airsoft skirmishers deserve!**

T: 020 3490 8008

E: enquiries@tacticalairsoftshop.co.uk

W: www.tacticalairsoftshop.co.uk

DAN MILLS GIVES US AN INSIGHT INTO ONE MAN'S VISION OF REPORTING AND DOCUMENTING EACH AND EVERY DEATH ON THE BATTLEFIELD IN ORDER THAT MEN DID NOT SIMPLY DISAPPEAR

FABIAN WARE – COMMONWEALTH WAR GRAVES COMMISSION

ON THE OUTBREAK OF THE First World War in 1914, Fabian Ware found out that, at 45 years old, he was too old to join the British Army, so he used the influence of his work Chairman, Viscount Milner, to become the commander of a mobile unit of the British Red Cross and headed out to the Western Front.

He arrived in France in September 1914 and whilst there was struck by the lack of any official mechanism for documenting, or marking the location of graves of those who had been killed and felt compelled to create an organisation within the Red Cross for this purpose.

In March 1915, with the support of Nevil Macready, Adjutant-General of the British Expeditionary Force, Ware's work was given official recognition and support by the Imperial War Office and the unit was transferred to the British Army as the *Graves Registration Commission*, changing in 1917 after the Royal Charter.

One million, one hundred thousand men and women lost their lives in the service of the British Empire during the First

World War. In the second, another six hundred thousand from all parts of the Commonwealth made the same sacrifice.

The First World War, which began as a war between professional armies, was very soon to be fought by millions of ordinary citizens turned soldier. Those who died could no longer be "shovelled into a hole... and so forgotten" which is what happened at Waterloo (1815) and in May 1917, King George V approved the establishment of the *Imperial War Graves Commission*, to provide permanent care for their graves and commemoration for the missing.

It began on the Western Front with the efforts of Fabian Ware, who directed it through to the conclusion of the 2nd World War. In 1960 it was renamed *The Commonwealth War Graves Commission* and today its operations extend all over the world.

Architects, sculptors, engineers, horticulturists and men of letters combined to design war cemeteries and memorials, to meet the Royal Charter's call for commemoration in perpetuity.

"THE STAFF, IN MANY CASES THEMSELVES COMRADES OF THE DEAD, LABOURED TO FULFIL THOSE DESIGNS, TURNING SCENES OF DESOLATION AND HORROR INTO PLACES OF PEACE AND HAUNTING BEAUTY."



After both world wars - and often against great odds and in difficult conditions - the staff, in many cases themselves comrades of the dead, laboured to fulfil those designs, turning scenes of desolation and horror into places of peace and haunting beauty. A task, Rudyard Kipling said, "*Greater than that of the Pharaohs and they only worked in their own country*".

Structural design has always played an important part in the Commission's cemeteries. Apart from a few exceptions, due to local geological conditions, the cemeteries follow the same design all over the world. This makes the cemeteries easily recognizable and distinguishes them from war graves administered by other groups or countries.

A typical cemetery is surrounded by a low wall or hedge and with a wrought-iron gate entrance. For cemeteries in France and Belgium, a land tablet near the entrance or along a wall identifies the cemetery grounds as having been provided by the French or Belgian governments.

All but the smallest cemeteries contain a register with an inventory of the burials, a plan of the plots and rows and a basic history of the cemetery. The register is located within a metal cupboard that is marked with a cross located in either the wall near the cemetery entrance or in a shelter within the cemetery.

More recently, in larger sites, a stainless steel notice gives details of the respective military campaign. The headstones within the cemetery are of a uniform size and design and mark plots of equal size.

The cemetery grounds are, except in drier climates, grass covered with a floral border around the headstones. There is also an absence of any paving between the headstone rows which is intended to make the cemetery feel like a traditional walled garden where visitors could experience a sense of peace.

THE CROSS OF SACRIFICE

Typically, cemeteries of more than 40 graves contain a "Cross of Sacrifice", designed by architect Reginald Blomfield. This cross was designed to imitate medieval crosses found in cemeteries in England with proportions more commonly seen in the Celtic cross.

The cross is normally a freestanding four-point limestone Latin cross, mounted on an octagonal base, and ranging in height from 14 to 32 feet.



A bronze longsword, blade down, is embedded on the face of the cross. This cross represents the faith of the majority of the dead and the sword represents the military character of the cemetery, intended to link British soldiers and the Christian concept of self-sacrifice.

THE STONE OF REMEMBRANCE

Cemeteries with more than 1,000 burials typically have a "Stone of Remembrance", designed by Edwin Lutyens with the inscription "*Their Name Liveth for Evermore*".

The concept of the Stone of Remembrance was developed by Rudyard Kipling to commemorate those of all faiths and none, respectively.

In contrast to the Cross of Sacrifice, the design for the stone deliberately avoided "shapes associated with particular religions". The geometry of the structure was based on studies of the Parthenon. (The Parthenon is a temple on the Athenian Acropolis, Greece, dedicated to the maiden goddess Athena, whom the people of Athens considered their patron).

Each stone is 3.5m long and 1.5m high. The shape of the stone has been compared both to that of a sarcophagus and an altar.

HEADSTONES

Every grave is marked with a headstone. Each headstone contains the national emblem or regimental badge, rank, name, unit, date of death and age of each casualty inscribed above an appropriate religious symbol and a more personal dedication chosen by relatives.

The headstones use a standard upper case lettering designed by MacDonald Gill. Individual graves are arranged, where possible, in straight rows and marked by uniform headstones, the vast majority of which are made of Portland stone.

Most headstones are inscribed with a cross, except for those deceased known to be atheist or non-Christian. In the case of burials of Victoria Cross recipients, the regimental badge is replaced by the Victoria Cross emblem.

Sometimes a soldier employed a pseudonym because they were too young to serve or were sought by law enforcement; in such cases their second name is shown along with the notation "*served as*".

Many headstones are for unidentified casualties; they consequently bear only what could be discovered from the body. The epitaph, developed by Rudyard Kipling, which appears on the graves of unidentified soldiers for which no details are known, is "*A Soldier of the Great War known unto God*".

Some headstones contain the text "*believed to be buried in this cemetery*" when they are believed to be buried in the cemetery but the exact location of the grave within the cemetery is not known.

In some cases soldiers were buried in collective graves as distinguishing one body from another was not possible and thus one headstone covers more than one grave. The headstone does not denote any specific details of the death except for its date and even then only if it is known, and are deliberately ambiguous about the cause of death.

*"They shall not grow old, as we that are left grow old;
Age shall not weary them, nor the years condemn.
At the going down of the sun and in the morning
We will remember them."*



THE MAGINOT LINE: FABULOUS FEAT OR FLAWED FOLLY?

JERRY NOONE SPENT A NUMBER OF WEEKS IN THE HAUTE VOSGES FORESTS OF FRANCE GEAR TESTING AND CHECKING OUT THE FRENCH AIRSOFT SCENE. HE DELVED INTO THE HISTORICAL SIDE OF THINGS BY VISITING A NUMBER OF THE MAGINOT LINE "OUVRAGES" IN ALSACE AND CAME AWAY VERY IMPRESSED BY WHAT HE FOUND



ALSACE IS LOCATED ON THE eastern border of France and on the west bank of the upper Rhine adjacent to Germany and Switzerland, in less than an hours' drive will see you across the borders. The political status of Alsace has been heavily influenced by historical decisions, wars, and strategic politics and when you look across the plain between France and Germany you can see just why. Alsace was fought over time and again and has been no stranger to armed conflict; France had suffered a huge loss of life and materiel during WWI and after that horrific conflict had ended there was a clear intention on the part of the French that France should never have to suffer such catastrophe at the hands of their German neighbours again.

The main thrust of French post-WWI military policy, as a result, was to embrace the power of the defence. As head of the armed forces, Marshall Petain commissioned a number of teams to come up with a solution to the French dilemma. Numerous schools of thought developed. One offered that France should adopt the strategy that offence was the best form of defence and this was heartily supported by a certain Charles de Gaulle; he wanted France to develop an army based on speed, mobility and mechanisation, with money spent on weapons, tanks and aircraft but this was shouted down as being too aggressive and antagonistic.

Another idea proposed that France should build a long line of fortifications along the whole French/German border which would be long and reach deep into France. Marshall Petain

favoured this idea. Petain had come out of World War One with a degree of credit and with his backing the idea of a long and deep defensive barrier gained political support. In this, Petain was supported by Andre Maginot, the Minister of War.

Maginot was Minister of War between 1922 and 1924. However, even after 1924, Maginot was involved in the project directly. In 1926, Maginot and his successor, Paul Painleve, got the funding for a body that was known as the Commission d'Organisation des Régions Fortifiées (CORF). CORF was given the funding to build three sections of an experimental defence line, based on what Petain had recommended, which was to develop into the Maginot Line.

Work on the Maginot Line proper started in 1930 when the French government gave a grant of 3 billion francs for its building! The work continued until 1940; although Maginot himself died in 1932, the line was named after him in his honour.

For some reason the Maginot Line has also held a fascination for me. It was not a continuous line of forts as some believe but it was made up of over five hundred separate buildings, with some 108 fortresses, a defence line which ran for 750 km (500 miles). It is often seen as a line whose aim was purely to defend the French-German border but it starts in the North of France and continues all the way to the south, as far as Italy! It was dominated by large forts known as "Ouvrages" (simply meaning "works") which were built about nine miles from each other. Each "Ouvrage" housed up to 1000 soldiers with artillery and between each large fort were smaller ones which housed between 200 to 500 men depending on their size.

VISITING "LA LIGNE MAGINOT"

It's a fact that it would be the task of many years and numerous trips to France to set foot on every surviving part of "La Ligne Maginot" but luckily the Alsace region has many fine examples of "Ouvrages", some of which have been restored almost to their original splendour. The first of these that I got to was "Four-a-Chaux" literally translated as "The Limekiln". It was built between 1930 and 1935 by about 800 people, its name coming from a limekiln which was used until 1939 near the fortress. During the war, it simply had a codename: A4.

The R.I.F (Régiments d'Infanterie de Forteresse) were mobilised several times, when Hitler annexed Austria, for example. At the end of August 1939, those soldiers were mobilised one last time in order to protect their country from the German invasion. During the "Phoney War", the soldiers organised their life in the fortress. The neighbouring village, Lembach, was empty, because its inhabitants were evacuated to the Haute-Vienne, to Droux. The soldiers therefore scrounged



up what the people hadn't taken with them including animals and alcohol!

The Limekiln is classed as a middle-sized fortress although when you're underground on the guided two and a half hour tour it seems much larger, covering an area of 26 hectares, containing 6 combat units (including 3 artillery units) and 4.5 km (about 3 miles) corridors. There were about 600 soldiers stationed in it when at full complement, some 240 of the artillery, 180 of the infantry, while the rest of the team were combat engineers. At the beginning of WWII The Limekiln stood until July 1st 1940, the day when the French commandment forced them to surrender; they surrendered with full honours having fought fiercely throughout May and June 1940. Actually, the Maginot Line was given to Hitler as the German Forces had made little headway against it.

My next stop was at the "Musée De L'Abri a Hatten"; this is a great museum that caters for many eras of warfare with some absolutely excellent indoor and outdoor displays, including a fabulous display of scale models showing exactly how the line was built and the different types of casemate. At the very centre of the museum sits the "Abri"; whilst not a frontline "Ouvrage" the "Abri" is a subterranean barracks, built into the slope and invisible from the surface. The "Abri" was designed to shelter a garrison of 220 men and of the 28 rooms, 14 have been restored to their original state. 8 rooms have been converted into exhibition halls with painstaking care. 2 are devoted to the battle of Hatten-Rittershoffen (January 1945), 1 displays mementos of the evacuation of Hatten to Chateau-Ponsac (Haute-Vienne) 1939-1940, 2 further depict life during

the annexation, and 2 have been turned into the infirmary and the dentist's office of the 1940's. The final room is devoted to the liberation of Alsace.

Two thick armoured doors provide the only entry points in its massive, blank 60 meter-long exposed side and these were covered by four machine gun positions. The diamond ditch, or moat, was designed to collect the blocks of concrete splintering off the facade in case of a bombing attack, and these also created an additional obstacle.

Other standard features include two half-caponnieres (machine gun positions at moat level) equipped with crenels supplying close defensive fire and tubes for ejecting grenades into the ditch. Two GFM (Lookout and Machine Gun) "cloches" (cupolas) located on top of the structure served as observation and defensive positions. The fort was also equipped with an antenna for radio transmissions.

One of the things that really got to me about the "Abri" was once again it surrendered and was never taken. Not only that but it stood throughout WWII and played its part towards the end of the war as well as at the beginning! From January 9th until 21st, 1945, Hatten and the neighbouring village of Rittershoffen were the site of one of the fiercest tank battles in France which resulted in 85% of the towns being destroyed and 114 civilians killed, 83 in Hatten and 31 in Rittershoffen.

The battle of Hatten-Rittershoffen was part of "Operation Nordwind", Hitler's last offensive on the western front. The Fuhrer had several objectives in mind: the primary aim was the elimination and destruction of US Seventh Army in northern Alsace. Also, the Allies would be tied in Alsace and therefore would not be transferred to the Battle of the Bulge, which seemed doomed to failure. As the battle raged above their heads the villagers huddled in the "Abri" and it was no doubt due to the strength of the fort that casualties were not even higher.

Two rooms located in the heart of the bunker pay tribute to the victims. Numerous original photographs and testimonies from the participants describe the plight of the civilians trapped in the vicious fighting. In a place built for war the "Abri" has a quality of peacefulness and quiet about it, and the silence of the corridors seems to make the sound of your footsteps even louder.





GOING OUT WITH A BANG!

On the road from Lembach to Hatten though sits perhaps the "Magenot Jewel" of the area, the "Fort de Schoenenbourg". This superbly restored "Gros Ouvrage" is tucked away deep in the forest, and believe me when I tell you that even today if you go looking for it you won't spot it until it just appears out of the greenery!

By mid-June 1940 German armoured vehicles had reached Pontarlier, a town bordering Switzerland. The "interval troops", who were to cover the gaps between the "Ouvrages" and casemates had been withdrawn from their supporting positions, namely in the French Saar and in the areas stretching beyond Schoenenbourg up to the Rhine in order to help create a new defence line on the river Meuse and the Canal de la Marne au Rhin. From June 15th to June 19th, the Germans attacked the Maginot Line itself and crossed the river Rhine near Colmar, in a well-coordinated amphibious operation.

The "Ouvrage Schoenenbourg", located at a key point covering the road from Wissembourg to Haguenau, was actually attacked by the German 246th Infantry Division. This coordinated onslaught was supported by 105, 150, 280, 355, 420 mm guns, as well as by Stuka dive bombers and Heinkel 111 bombers dropping 50, 100, 500, and even 1,000 kg bombs! Soon, the earth on and about the casemates became deeply cratered. The 81mm mortar turret of the fort suffered damage and a good hit by a 420 mm gun nearly penetrated into its magazine. The other fighting positions also underwent heavy shelling. Some shells penetrated into the permeable soil to explode many feet below it. Nevertheless, after the bombing and shelling the turrets carried on shooting just as fast and as



furiously as before!

Overall Fort Schoenenbourg suffered little real damage, a testament to its design and construction; even the damage that was caused by the bombardment could be repaired by the engineers during the night. Together with its neighbours, the "Hochwald" and the "Four-a-Chaux", the "Schoenenbourg" fired off 16,000 shells and denied the German forces the way through. There was no way forward for the German ground forces as all approaches were effectively covered by artillery "Ouvrages" and mutually supportive fields of fire. The defenders could always hold their ground and every enemy attack was bound to fail with heavy casualties. Fort Schoenenbourg was never taken by force of arms and once again surrendered with honour only a few days after the armistice, complying with the orders given to Commandant Reynier by the French High Command in Paris.

In fact nearly all of the fortresses were undefeated. The French fortress troops did their duty after the German army managed to invade France and went on to surrender for



political reasons after the Armistice of June 22nd 1940, with full honours of war in every case. After the war, parts of the Maginot Line were repaired and modernised to provide post-war France with more defence during the "Cold War" years, with some of the forts supposedly made "nuclear proof". However, many parts of the Maginot Line fell into disrepair and remain crumbling testaments to a war which finished many years ago.

There are many clichés about the Maginot Line. The most famous of these is that "the Maginot Line was useless, a failure". It is important to realise though that the aim of the Line was not to stop the enemy, but to make German forces go around it in order to give the country and the army the time to mobilise. This brings us to another cliché about the Line, that "the French didn't know the Germans would invade France through Belgium". Actually, it is pretty hard to imagine France didn't know this as the Germans did exactly that in 1914!

With this in mind it does seem to me that "La Ligne Maginot", quite apart from being a HUGE feat of precision engineering and a formidably effective series of fighting positions, was far more successful than history would have us believe. If you ever find yourself in this wonderful area of France I would wholeheartedly suggest that you take a day and visit these three remarkable "Ouvrages" and draw your very own conclusions.

For further information on the Line as a whole I'd advise that you pick up a copy of the "The Maginot Line 1928-45". Priced at just £11.99, number 10 in the OSPREY Publishing "FORTRESS" series, it's a thoroughly worthwhile companion to visiting any of Maginot Line sites throughout France.



**Tuddenham,
Suffolk**
East Anglia's
premier airsoft site!

45 acres of
mixed terrain
featuring 13
buildings

Only 40 minutes
from Norwich
or Cambridge,
10 minutes from
Bury St Edmunds
and Thetford

T: 07854 277264

WWW.GUNMANAIRSOFT.CO.UK



Team Hire, Event Hire, Stag and Hen and Corporate packages available!

OPERATION HERRING – No 1 ITALIAN SAS

MILITARY HISTORIAN, WILL FOWLER, WRITES ABOUT A LITTLE-KNOWN SAS UNIT THAT TOOK PART IN THE LAST OPERATIONAL PARACHUTE JUMP OF WORLD WAR II IN EUROPE

AS ANYONE INTERESTED IN THE history of World War II knows, the Special Air Service (SAS), the brainchild of David Stirling, was formed from volunteers and fought in North Africa, Italy and North West Europe. Like the Commandos it attracted men from the countries that were occupied by Nazi Germany – so Free French and Belgian forces served in the French Squadron and the Belgians in 5 SAS. Today the *1er Régiment de Parachutistes d'Infanterie de Marine*, 1er RPIMa continue the tradition in the French Army while in the Belgian Army, it is the 1st Parachute Battalion of the Paracommando Regiment that in 2011 morphed into part of the Special Forces Group (SFG).

However one wartime Allied SAS formation has received almost no recognition. This is partly because, despite participating in the last operational parachute jump of World War II in Europe, it was comparatively small and

had an operational life measured in months.

It was No 1 Italian SAS.

Its brief history begins in 1944 with the planned Allied Spring offensive in Italy by the 15th Army Group, consisting of the US Fifth and British Eighth Armies, which was to break through the German Gothic Line that ran along the Apennines and the River Po plain to the Adriatic Sea. They would then swiftly push on to occupy Northern Italy and drive for the Austrian and Yugoslav borders. However, German strongpoints, demolished bridges, roads and dikes and localised determined resistance over the Po Valley plain might hamper them.

Staff with the British Eighth Army felt therefore that dropping paratroops onto some key areas and locales south of River Po could disrupt the German rear area. If the paratroops mounted vehicle ambushes and attacked communications, they would cause traffic jams that would make ideal targets for Allied fighter ground attack aircraft and they could prevent the destruction of bridges and other key features that would slow or disrupt the advance of the Allied armies.

On March 26th, 1945, the staff of General MacCreery, commanding the Eighth Army looked at the airborne forces that were available for the mission. No British airborne forces were available so trained volunteers were called for from "Nembo" Regiment, part of the





"Folgore" combat group and "F" Recce Squadron, Italian co-belligerent forces fighting alongside the Allies.

Volunteers from Nembo formed a Company commanded by Tenente Guerrino Ceiner and composed of four Platoons each of three sections. The first three platoons received the numbers of their original battalions while the fourth was formed from volunteers from the artillery Coy, mortars Coy, Engineers and Carabinieri. The overall strength was five officers, 13 NCOs and 93 paratroops.

"F" Squadron was formed into a Company under Captain Carlo F. Gay, the Sqdn. Commander, composed of 12 patrols with an overall strength of nine officers, 14 NCOs and 90 paratroops.

"F" Recce Squadron was a unique formation made up of men from men of the Italian Folgore Parachute Division. Following the Italian Armistice on September 8th, 1943 many Italian soldiers were virtually leaderless and at a loss as to where to place their loyalty. In the mountains of Calabria in southern Italy eight Folgore Division arrived at the 1st Canadian Division lines. The paratroopers resented their treatment by the Germans, despised the corrupt Fascist authorities and were disgusted at the poor leadership in their own army. They had sub-machine guns and two trucks and declared themselves ready to fight the Germans. By great good fortune they were made the responsibility of Casimir Peter Hugh Tomasi Isolani. His father, Count Umberto Isolani, an Italian infantry officer, had met his mother, an English nurse, in World War I. Isolani found the staff at HQ Eighth Army "cheerfully and refreshingly unconcerned with the political implications of co-belligerence" and persuaded them to integrate the group into 13th Corps. F (from Folgore) Recce Squadron expanded and became a self-contained unit with its own transport. It undertook hazardous reconnaissance and intelligence gathering missions behind German lines and liaised with local partisan groups.

In 1944 the force being assembled for the parachute drop in 1945 and what would become *Operation HERRING* was given the title "No 1 Italian Special Air Service". No. 2 SAS was operating in northern Italy at the time, notably Major Roy Farran's group engaged in *Operation TOMBOLA*. The Italian troops would be engaged in a classic Special Forces operation in which the minimum of forces would cause the maximum of damage. The order drafted for the man destined to be the commander of the Italian SAS was as follows:

Brief for Commander Italian Special Air Service, 29 March 1945

"QUATTROCASE and MAGNACAVALLLO areas. Working mainly by night, with the special object of creating traffic jams which might make favourable targets for the air forces next day.

1. You have been nominated by HQ SOMTO to command a force of Italian parachute troops being raised by HQ Eight Army for Operation HERRING.

2. Outline of scheme: The force will consist of F RECCE SQN and volunteers from the NEMBO Regt. of the FOLGORE Gruppo organised as a company. All operational personnel will be

volunteers and have already received parachute training. The number of volunteers likely to be available is not yet known.

3. For political reasons, these two sub-units will retain their identity and be self-supporting. A small BRITISH HQ which you will command, is being formed for the equipment administration, training and planning of the force. This HQ is purely temporary and will exist for a period of not more than six weeks or two months. No establishment exists for it against which promotions or increases of pay could be authorised.

4. The force is being formed by Eighth Army, which has delegated responsibility to 13 Corps. When formed it will come under command 15 ARMY GROUP for all purposes, though a call may be made on Army for any special assistance.

5. Operational Tasks:

Outline plans for alternative tasks for this force are being submitted to Army Group by Armies. A copy of the Eighth Army outline plan will be given to you as soon as possible.

6. In general, the proposals are that the forces shall be dropped in small parties of three or four men behind the enemy lines when he is withdrawing in disorder after a major defeat at the hands of 15 ARMY GROUP. Tasks of these parties will be to harass and delay the enemy's withdrawal by all possible means. It is accepted that, once dropped, parties must exist and operate without any further assistance living on and fighting with the equipment they take with them, and whatever they can find in the country. Parties would not be dropped unless the battle is fluid and there would be a reasonable expectation of their being over-run by our own troops within a few days."

At the beginning of April, the volunteers were put through an intense specialist training programme by the British under Major Alex Ramsay of the Special Operations Executive (SOE), at a newly established SOE training school. Particular attention was paid to night fighting and sabotage. At Gioia del Colle airfield they also received a rapid but thorough training update with British parachute equipment and American aircraft, making three practice jumps. At the close of the training Ramsay was pleased by the high standard the men had achieved.

The men would jump using the British





"JUST AS THE PARATROOPERS WERE IN POSITION IN THE DOOR AND READY TO JUMP, THE PILOTS OPENED THE THROTTLES AND BEGAN TO CLIMB. DESPITE THIS THE USAAF PILOTS ALL REPORTED THAT THEY HAD MADE ACCURATE DROPS!"

"X Type" parachute. During training the Italian paratroops evaluated all the current Allied automatic weapons but selected the more reliable M.A.B. 38/A, the "mitra Beretta". For extra fire power each stick of paratroops would have a Bren gun team. Individuals would carry 400 rounds of ammunition, morphine, four 36 Grenades, clasp knife, maps and compass and rations for three days. Demolitions specialists would carry plastic explosives, incendiary charges and booby trap switches.

On April 19th, Ramsay briefed the commanders of the airborne patrols who were to take part in the operation code-named HERRING. They would jump on eight DZs in a short-term operation that would last for 36 hours. The "Nembo" company was assigned DZs around Poggio Rusco (Mantova) and Revere-Ostiglia on the Po, while to the "F" Squadron an area to the south around Mirandola, Medolla, S. Felice Sul Panaro and Finale Emilia. Though morale was high, it was felt that if Ramsay jumped with one of the sticks this would convince the Italian SAS troops that they were being committed to a viable mission. Ramsay was up for it and joined. Each man had a simple ID card which could be produced when Allied ground forces linked up with the paratroops.

Between 20.45 and 21.15 hours on April 19th, 14 USAAF C-47 Dakotas of the 64th Troop Carrier Group took off from Rosignano-Solvay airport near Leghorn. Before they departed, General McCreery sent the paratroops a signal wishing them good luck and emphasising the importance of their mission.

In the course of the night of April 19th/20th the Italians jumped on their DZs. However as they began the run in some of the aircraft were met by heavy flak and since some DZs were not clearly identified, some sticks were dropped 30 miles (40 km) away from the expected landing point. The pilots were inexperienced, having previously undertaken mass drops by daylight or straightforward cargo flights so, just as the paratroopers were in position in the door and ready to jump, the pilots opened the throttles and began to climb. Despite this the USAAF pilots all reported that they had made accurate drops! Only Captain Robert Morris Jr., the pilot of the aircraft carrying Ramsay's stick, turned back having failed to locate the DZ, much to the anger and frustration of the Italian paratroops on board.

However these missed drops did not significantly hinder the effectiveness of the Italian SAS troops. A few were captured upon landing and clubbed to death but their comrades proved very aggressive. Of one group of sixteen paras who had barricaded themselves inside a farmhouse, all but two died fighting. However, other groups were more successful, inflicting heavy damage and suffering light casualties.

Two F Squadron squads of 18 men seized the small towns of Ravarino and Stuffione, capturing 451 Germans and holding out until the arrival of the Allied ground forces. By now, however, many of the war-weary, demoralised Germans were rapidly cracking and melting away under the Allied land and

air offensive, although isolated resistance still was fanatically tough.

In the end though HERRING lasted over 72 hours instead of the 36 initially foreseen, it was clearly a success.

With some help on the part of the local Partisans, according to some sources the damage inflicted on the enemy by the Italian paratroops was:

481 dead and 1,083 prisoners

44 vehicles destroyed or immobilised

150 vehicles captured including six armoured cars, two tanks and five guns

77 telephone lines cut and demolition charges removed from three bridges.

In spite of the importance of the mission and of its achievements, the paratroops' losses were only 19 men in the "Nembo" company and 12 from "F" Squadron and around ten wounded. Sottotenente Franco Bagna and 18 year old Private Amelio De Juliis were posthumously awarded Italy's highest award for valour, the Gold Medal for Valour (MOVM). De Juliis remains the youngest man ever in the Italian Army to receive this decoration.

There were plans for a second operation by the Italian SAS in the far north of Italy near Venice but the war ended before it could be launched.

In 1965 an elegant memorial was unveiled at Poggio Rusco commemorating the men who fought in Operation HERRING. It takes the shape of a parachute canopy and every April is a focus for commemorative ceremonies.

Italian airborne forces lived on after the war and are a significant part of the current Italian Army order of battle and served with distinction in Afghanistan. The 3rd Battalion of "Folgore" has the honorific title of "Poggio Rusco".

F Recce Squadron was disbanded in 1945 and in a farewell message at the end of the campaign in Italy in 1945, General John Harding commanding XIII Corps wrote:

"F Recce Squadron was the first Italian unit to take up arms against our common enemy and to show by its spirit and deeds that Italy would fight alongside the Allies to regain its liberty. You have written a bright page in the liberation of your country."





QR-CODE



ALFA GREEN GAS

PLATINUM PERFORMANCE FORMULA

HIGHER POWER
MINIMAL POWER DROP FROM COOLDOWN
IMPROVED COLD WEATHER PERFORMANCE
600 ML



ALFA LI-PO BATTERY

HIGH CAPACITY & BALANCED DISCHARGE
FOR ENHANCED PERFORMANCE
ENGINEERED FOR SAFETY

1200mAh 7.4v / 11.1v



ALFA PREMIUM GRADE ABS BB PELLETS

HIGHER FPS
MINIMIZE BARREL JAMS
SAFER FOR YOUR EYES
STABLE LONG RANGE FLIGHT TRAJECTORY

5.95 +/- 0.01MM
0.20g / 0.25g / 0.28g / 0.30g (4000RDS/BAG)



Unit C1, Northway Trading Estate, Northway Lane,
Tewkesbury, Gloucestershire,
GL20 8JH. United Kingdom.

Tel +44 (0)1684 273070
Fax +44 (0)1684 273052
Email rwuk.retail@redwolfairsoft.com



uk.redwolfairsoft.com



www.facebook.com/redwolfuk.retail



www.youtube.com/user/redwolfairsoft



OPERATION CHASTISE: THE DAMBUSTERS RAID

BILLY TAKES A BREAK FROM RAIDS THAT CAN BE USED AS THE BASIS FOR AN AIRSOFT SCENARIO, TO WRITE ABOUT ONE OF THE MOST FAMOUS RAIDS CARRIED OUT DURING WW2

OK, SO I KNOW IT ISN'T REALLY possible to re-create *Operation Chastise* in an airsoft environment (well, not so far as I know anyway) but I can't write about "famous raids" and leave out what is possibly the most well-known of all (cinema has a lot to answer for).

Anyway, a few years ago I did some work for a company that ran computer-based training for the Army in Germany. We were given the afternoon off because the client never showed up (I love afternoons like that) and my buddy and I were at a loss for what to do, so we decided to go and have a look at the Mohne Dam, one of the locations for the famous Dambuster Raids.

Like many people who had a lamentable grasp of our

country's history (unless they were spoon-fed to us by Hollywood, or by a history teacher with the patience of Job), I had seen the film some years before and knew that it was a pivotal event of WW2 but didn't know much more than that.

Typing this I feel somewhat ashamed, bearing in mind the bravery and sacrifice involved. The Dambusters Raid was led by a 24 year old Wing Commander called Guy Gibson, who was awarded a Victoria Cross for his actions and leadership. 24 years old? It seems unbelievable to me! I didn't even know what I wanted to do with my life at 24 and only have a vague idea now. But by 24, Gibson had already flown 170 combat missions against the enemy; he was later to lose his life flying Mosquitoes against the Luftwaffe.

On the night of the 16-17th May 1943, after a last cuppa and a fry up, three formations of Lancaster Bombers set off from RAF Scampton, headed by Guy Gibson of 617 Sqn Royal Air Force. As the clouds scudded across the moon the dark silhouettes roared into the night sky, one after another, leaving only silence, tension and that unmistakable smell of aviation fuel behind them.

It's interesting to note that the Sqn was known as Sqn "X", not because of some covert reason to deceive the Jerries but because the RAF bureaucracy involved in naming a new formation was so slow, that the mission would have been completed already by the time it had a name! So they went with Sqn "X".

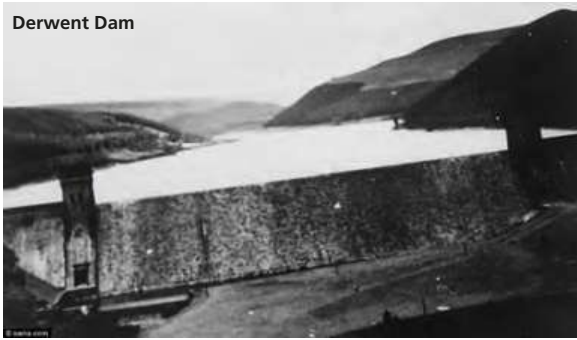
The Lancaster bombers headed out over the channel, having been released at intervals timed to maximise the chances of swamping both the flak defences and the Luftwaffe (The German Airforce). Enthusiasts and consumers of books about Afghanistan among you will no doubt be aware of the breath-taking technology available to our brave boys in blue these days in their modern aircraft but the men of 617 were equipped with seemingly primitive technology.

The altimeters in the Lancaster bombers were not advanced



Barnes Wallis

Derwent Dam



enough to be able to tell the pilots how high off the surface of the water they were when the time came to release the bombs. And they had to be extremely accurate as the optimum height was sixty feet off the surface and yes, you read it right... sixty feet.

The idea behind the bouncing bomb came from an Engineer, Sir Barnes Wallace (knighted afterwards obviously). The initial design for the bomb (named "Upkeep") was to attack ships with the full support and funding from the Admiralty. Before settling on the design Wallace had worked on several other designs but the accuracy and flying capability of the bombers was not sufficient to deliver them. One relied on a bomber dropping an "Earthquake" bomb from 40,000 feet into the reservoirs, which would cause a huge seismic shock wave which would have ripped through the dam wall. But sadly no bombers could fly that high and even if they had, there's no way they could have accurately hit the water with the device.

As it turned out the only way the crews could correctly judge that they were at the correct height of 60 feet, was by attaching two lamps to the belly of the Lancasters and to watch for when the beams met over the surface of the water, then the bombs were released to bounce toward the dam.

Another aiming method had been to attach a contraption of string and pegs to the cockpit and to aim off the towers either end of the dam itself, a bit like a catapult but these were often shaken loose by the aircraft and had to be discarded.



Upkeep in Lancaster

Wallace had originally come up with a sort of torpedo bomb after the "Earthquake" idea had been crossed off; a number of these would have been dropped by consecutive waves of bombers and cracked the dam with multiple strikes. But the Germans had strung strong torpedo nets across all the dams to deter just such raids so the only way was to go over the nets.

There was, as you can imagine, mounting demand on scarce resources and Wallace's plan needed some 30 Lancasters to work. Despite the work that had already gone into it, the raid was initially scrapped by Air Boss Bomber Harris because he just couldn't see it working and wanted his aircraft to be undertaking more conventional missions.

But Wallace managed to convince a big wig higher up the food chain who, when shown images of a trial, pulled rank. On the 13th May the bombs were delivered, were fitted and the green light was given. It was decided that the Lancasters would skim the surface for as much of the flight as possible to

"THE SQN WAS KNOWN AS SQN "X", NOT BECAUSE OF SOME COVERT REASON TO DECEIVE THE JERRIES BUT BECAUSE THE RAF BUREAUCRACY INVOLVED IN NAMING A NEW FORMATION WAS SO SLOW, THAT THE MISSION WOULD HAVE BEEN COMPETED ALREADY BY THE TIME IT HAD A NAME!"

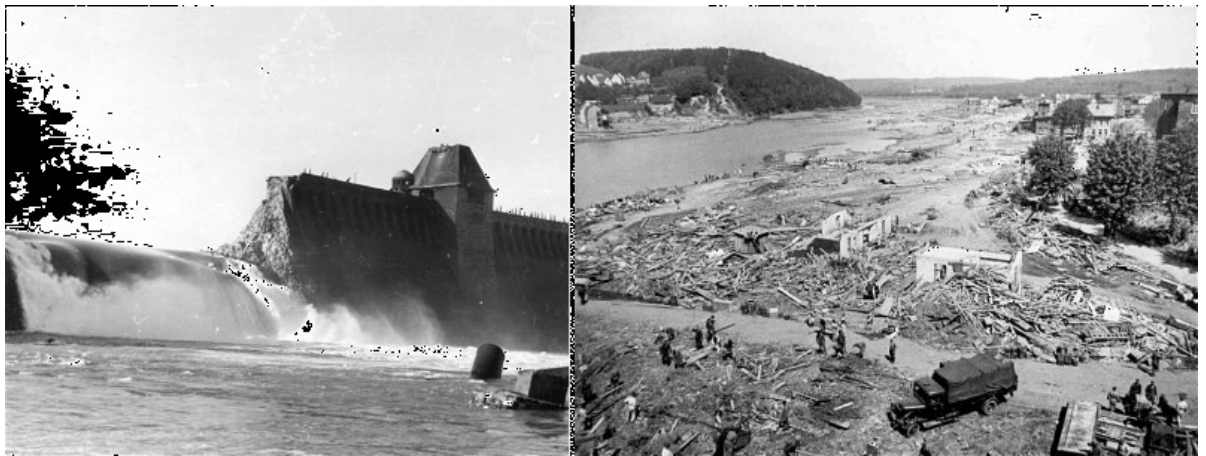


Guy Gibson

Mohne Dam after the attack



The aftermath of the Dambusters raid on the ground



avoid detection and one of the radar operators later described occasionally looking out of his window to see the tops of trees above him as they made their way to the dams.

In the end the tree jumping was only partly successful, as eight Lancasters were shot down by flak, one aircraft actually struck the sea approaching Holland and lost the bomb but managed to make it back to England. One aircraft crashed into power lines and fell to earth killing all on board and one lucky crew (although I am sure they were gutted at the time) developed engine trouble and were forced to return to base. In all 53 Aircrew were killed in the raid.

Gibson and what remained of his team approached first the

Mohne Dam and swooped soundlessly over the treetops. From the dam itself you can see a small "V" in the trees in a natural fold in the ground and it was through this that the bombers flew down the hillside towards their objective.

"Upkeep", before it was released, was spun at 500 rpm counter to the direction of travel to slow it down, as well as to naturally induce it to roll down the dam wall once it struck. The first bomb bounced up into the aircraft that had dropped it and went off, others flew over the dam itself until it was Gibson's turn to cross through the V and make his run.

With nerves jangling but steady hands on the controls, Gibson's Lancaster roared over the water at 60 feet before the lamps met on the black water below. The bombardier released the vast barrel that was already spinning backwards at 500 rpm. "Green light" and down out of the bomb bay (the doors had already been removed to fit "Upkeep" in) it plunged, striking the water violently before bouncing, bouncing and bouncing once more before thumping into the dam wall.

The observers on the dam must have been laughing with relief as the Lancasters disappeared into the night, when a few seconds later there was a distant tremor from beneath their feet as "Upkeep" functioned, followed by groaning, hissing and rending as the vast Mohne Dam fell apart.

When my colleague and I visited the site we walked a mile downstream and looked back at the structure and the scale of the damage took our breath away.

There was a vast scar from one side to the other. In total 1,600 people on the ground were killed in the path of the water. 1,000+ were prisoners and forced labourers from the Soviet Union and there is not a plaque, or a memorial, or anything to remember the raid. After all, there are still people who live in the homes that remain that lost relatives, friends and loved ones and there is doubtless much pain and ill feeling towards the RAF.

Both the Mohne and Edersee dams were breached and a huge part of the German wartime industrial strength was crippled, but sadly it didn't last. Due to German efficiency, production was back to normal by September.

The "crippling blow" to Hitler's industrial heartland may only have lasted a few months but the legacy and heroism of "The Dambusters" lives on and will be remembered by many for generations to come. Sadly, the last surviving Dambuster pilot, Les Munro DSO died in August this year aged 96, leaving just two crew members remaining: Bomb-aimer "Jonny" Johnson and front-gunner, Fred Sutherland.

Les Munro



HM King George VI visits No 617 Sqn RAF

A chance phone call...
takes me back to Iraq and
ungrateful people who are
still doing their best to
kill me!

KEEPERS OF THE GATEWAY TO HELL

Simon Chambers
Author of Best Seller
Devil's Playground

SIMON CHAMBERS

AUTHOR OF *DEVIL'S PLAYGROUND*

DEVIL'S
PLAYGROUND



"This book puts you right there in the heat in
"The Devil's Playground".

Bill Northacker
Lt. Col., Special Forces US Army, Retired

Simon Chambers

amazon.co.uk
£8.99



Another totally honest book about the life of an operator in Iraq



USING HOLOGRAPHIC SIGHTS

ANDY NIGHTINGALE, FROM PRO-TACT TRAINING, OFFERS SOME ADVICE ABOUT THE CORRECT USE OF HOLOGRAPHIC SIGHTS

ONE OF THE MOST COMMONLY used optics on carbines and rifles today is the holographic sight. It is also one of the least understood and its function and versatility is seldom used to its full potential.

The sight itself consists of a battery compartment, a red dot or symbol and a screen. Unlike the laser, the red dot is projected onto the screen and not onto the target itself. The use of the holographic sight far outweighs the use of the traditional tube or telescopic scope and it is also probably one

of the cheapest sights to purchase.

Because the holographic sight's design is non-magnifying, the shooter is relieved from any eye relief (that is the distance measured from the sight to the operator's eye) and for this reason, it can be placed almost anywhere on the top rail of the carbine or rifle.

Holographic sights come in all shapes and sizes and prices to match, however, they all do the same thing and that is, once zeroed they put the rounds exactly where you want them. Unlike conventional rifle sights, the holographic sight does not require the shooter to be directly behind the bore line. This makes it ideal for shooting in an un-orthodox position, such as shooting around corners and also for cross-dominant eye shooting. The only downside to the holographic sight is the fact that they are battery-powered and they can get damaged just like any other sight. A damaged holographic sight can be replaced with pop-up emergency battle sights (EBS) attached to the rifle but you should make sure that the sights are zeroed to the same distance as the holographic sight. Make sure when you are using the emergency battle sights that you are able to see the front EBS and the rear EBS clearly through the holographic sight without having to take the sight off the rifle. This is something that is near impossible to do with a traditional tube scope. Likewise if the battery power fails on the holographic sight the emergency battle sights can be used immediately without having to remove the holographic sight.



EYES OPEN

The more traditional tube scope, or telescopic scope tends to force the shooter to close one eye during operation. The design of the holographic sight allows the shooter to keep both eyes open at all times and gives the shooter access to their peripheral vision and this is a massive bonus when shooting in a combative and defensive scenario.

In a contact where multiple targets are involved, peripheral vision afforded by the holographic sight will enable you to assess your immediate surrounding areas for other possible threats with ease. Faced with a stand-off involving multiple threats it is possible to train the holographic sight on one target and assess a second (and possible third threat), while still keeping your point of aim on the first target using your peripheral vision. So long as you can see the red dot in the window of the holographic sight, when it is placed on your target it is possible to release a shot without bringing the weapon back in line with the correct stance and cheek weld. This is known as "avertive shooting". This is often used when there is a potential threat that needs to be covered or marked and not an immediate threat that warrants shots to be fired.

The use of avertive shooting also comes into play when having to engage targets from around a corner. As the shooter peers around the corner (slicing the pie), un-shoulder the rifle and place the butt onto the bicep muscle. So long as the red dot in the window of the holographic sight is superimposed on your intended target you can guarantee a clear shot. It is not necessary for the red dot to be in the centre of the screen, the red dot can be placed anywhere in the window to be on aim with the target.

This type of shooting will allow you to greatly reduce you exposing more of your own personal target area to the enemy. Adverted shooting is not easy and it is something that needs to be practised as it feels alien when performed. Like all other types of shooting skills, this needs to be practised on a regular basis to keep you in top form.

The holographic sight is also an ideal choice for those that are "cross eye dominant".

Just like we have a dominant hand, we also have a dominant eye. Cross eye dominance means that the shooter has a dominant right hand and a dominant left eye or vice versa. In this instance it causes the right-handed shooter to crane their head over the top of the rifle stock and use their left eye to see through the sight - and vice versa. This causes



"IT IS POSSIBLE TO TRAIN THE HOLOGRAPHIC SIGHT ON ONE TARGET AND ASSESS A SECOND (AND POSSIBLE THIRD THREAT), WHILE STILL KEEPING YOUR POINT OF AIM ON THE FIRST TARGET USING YOUR PERIPHERAL VISION."

an unsteady shooting platform, poor aim and bad recoil management.

To overcome this problem it is possible to place the holographic sight closer to the muzzle of the rifle. The use of a full length accessory rail will greatly help in this respect. With the sight in this position the angle of sight in relation to the bore alignment is greatly reduced, giving a better sight picture to the cross eye dominant shooter. Experimentation with the correct placing of the holographic sight and practice is needed to get the correct distance and alignment for cross eye dominant shooters perfect. With the holographic sight set correctly on the weapon and zeroed, it's just a matter of getting used to the position of the sight on the weapon and acquiring the correct sight picture.

Once set up correctly, for the shooter, the holographic sight is one of the best sighting systems available for the combative and defensive rifle. At close quarters during CQB scenarios, the holographic sight's speed in target acquisition is going to be far superior than any other sight. I have always used a holographic sight on my personal defence weapon and even have one on my Glock 17 handgun. This allows me to transition from one gun to the other without having to look for a different sight picture. The holographic sight is not to be ignored if you want to get up close and personal at speed.

Pro-Tact run tactical training programs for the Airsoft community. If you would like to train with Pro-Tact, or would like more information on their training programs contact them on Protactshooting@gmail.com or phone 07788 501184.



47 ROYAL MARINE COMMANDO

AN INSIDE STORY 1943–1946

AS HE HAS A KEEN INTEREST IN THE SUBJECT, WE ASKED MATT LIMB OBE TO READ THIS BOOK AND LET US KNOW WHAT HIS THOUGHTS. THIS IS WHAT HE HAD TO SAY...

"Whenever you see an elderly gentleman with medals on his chest wearing a beret, take off your hat to him and buy him a drink! For without their past, we would not have our today!"

It is the closing lines in this book written by Marc de Bolster which, more than anything else, sums up the way this book is written; a worthy dedication to a small but highly effective and professional World War Two fighting force - 47 Royal Marine Commando.

That said, the book is not intended to be the "official history" and in the opening pages the author gives credit to the unit's medical officer, Captain J O 'Doc' Forfar RAMC and

characters they are; it is straight into forming the Commando and the punishing selection process in the Highlands of Scotland. Then less than a year after establishing, 47 Royal Marine Commando was in action on the D Day beaches.

The style in which this book is written makes for easy and yet engaging reading, Marc de Bolster successfully crafts documents written by the CO, Lt Col C F Phillips DSO, and Major P M Donnell DSO soon after the war to give the facts but entwined with this are the veteran's own accounts, so bringing a genuine grass roots delivery. Then we add extracts from Operational Orders, including the Top Secret (at the time) plans for the Normandy Invasion of 6 June 1944 to highlight the bigger picture;

"We finally set sail and as we got closer to the Normandy area, it was clear to us that we were now going to be part of a huge historical event. The sky was black and dense with aeroplanes and also gliders which were being towed. The sea filled with craft of all shapes and sizes, from huge battleships right down to tugs towing all sorts of strange cargo. The noise was truly outstanding and we began to wonder if there will be anything left to capture, little did we know what lay ahead of us." Marine Fred Wildman – Heavy Weapons – 6 June 1944

"47 ROYAL MARINE COMMANDO NUMBERED JUST 420 MEN AS THEY LANDED ON GOLD BEACH ON THE MORNING OF D DAY BUT BEFORE GETTING OFF THE BEACH AGAIN, THEY HAD SUFFERED SOME 76 CASUALTIES."

his book *"From Omaha to The Scheldt"* as being a worthy contender for such an award. But this book does tell the unit's history from the formation of The Commandos, under the direction of Prime Minister Winston Churchill in 1942. It follows the 10th Battalion Royal Marines, which is transformed into 47 Royal Marine Commando on 1st August 1943 at The Depot Barracks in Dorchester, with the arrival of a new Commanding Officer with a small group of hardened Commandos, to the disbandment of the unit after the war in 1946.

Following a short and commendable acknowledgment this book does not hang about; with a brief background to the Second World War, which covers members joining-up, including many underage, it gives a founding background into the

47 Royal Marine Commando numbered just 420 men as they landed on Gold Beach on the morning of D Day but before getting off the beach again, they had suffered some 76 casualties. Of the remainder some fifty percent lost everything, including equipment and weapons but they were still over 11km from their objective, the small harbour of Port-en-Bessin. The advance to Port-en-Bessin is expertly covered with maps and first-hand accounts from veterans there on the day;

"The time was now almost midnight, it was a pitch black night, we had not stopped during the day and were extremely pleased in the knowledge that during that day we had traversed some 15 miles of enemy territory and our plan was working well." CSgt Fred Batt – HQ Troop – 6 June 1944

The liberation of Port-en-Bessin, codenamed *Operation Aubery*, is seen as the great achievement of 47 Royal Marine Commando - and right so. Port-en-Bessin was vital in the Normandy plan. Firstly it would be a point in occupied France that PLUTO (*Pipe Line Under The Ocean*) would come ashore. PLUTO was an audacious plan to pump fuel across the English Channel, via a pipe on the sea bed from the Isle of Wight, to sustain the troops following the D Day invasion. Secondly Port-en-Bessin was to be a point where the American forces in the west and the British and Canadian in the east would meet.

Again using the official histories underpinned by the veteran's accounts, *Operation Aubery* is covered in detail, not only as a Commando formation but in sub-unit detail, troop-by-troop, which includes both humour and graphic detail of the battle;

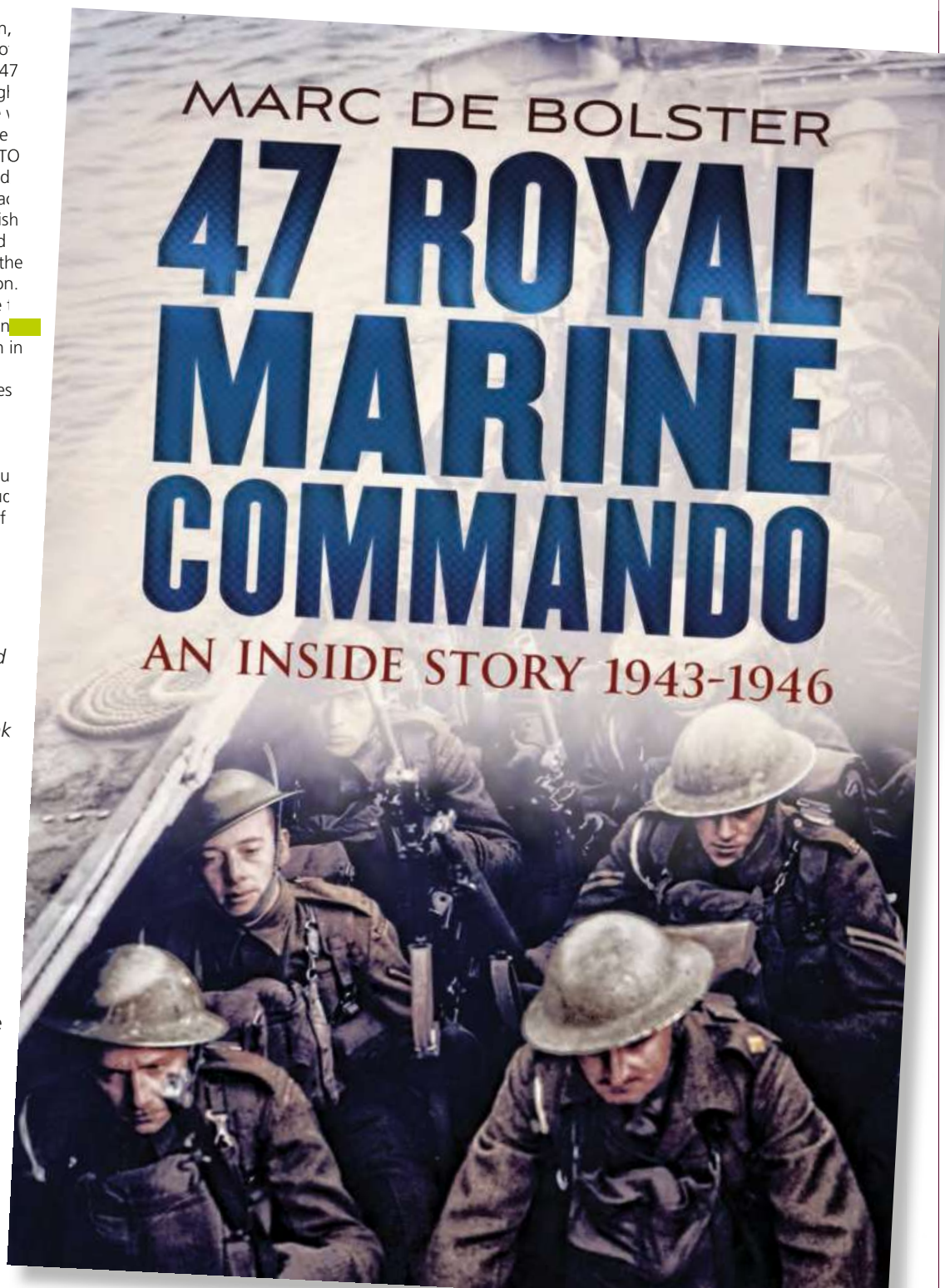
"Quite soon the whole field in front of us filled with thunder and the first plane appeared over trees to my right. It dived steeply down, going pretty fast, straight at the [enemy] strongpoint then at point blank range there was a gush of smoke and a salvo of rockets streaked down, disappearing into the top of the hill. Earth-shaking bangs followed and a column of black sooty smoke hung in the air. Our target had been transformed into a miniature volcano. The Typhoon was gone but just to make the point clear another one followed." Lance Corporal Frank Wight – X Troop – 7 June 1944

Following the battle for Port-en-Bessin, 47 Royal Marine Commando, who had been promised a return to England, were moved to reinforce and support the Airborne Division in the Orme Bridge Area, before the Normandy breakout and, finally, the advance to Holland where their war ended.

"47 Royal Marine Commando – 1943–1946" was not written or intended to be a guide to the battlefield and yet, as someone who is a regular visitor to Normandy it can, with a little researched knowledge, be

capable of adding value to anyone following in the footsteps of the Commando.

In summary, the book is full of facts and personal anecdotes but has a spine of historical facts and details that delivers the reader the wider operational picture; so for anyone interested in Normandy, D Day or *"The Royals"* it really is a must-have on the bookshelf.



47 Royal Marine Commando – An inside story 1943–1946 is published by Fonthill Media, with a cover price of £20.00 and is available from bookshops and Fonthill Media's website: <http://fonthillmedia.com/47-Royal-Marine-Commando>.

WENTWORTH CQB

IN ANOTHER OF HIS "SNAPSHOT" REVIEWS, TEAM RHINO'S ANGELO DE VITO HEADS OFF TO A RIDING SCHOOL WITH A DIFFERENCE... AIRSOFT!

THE WENTWORTH SITE, AS ITS NAME suggests, is based in Wentworth near Rotherham, on what I am led to believe is the site of an old riding school. I've heard lots of good reports about this place and have seen quite a few videos and pictures. With this in mind, I proposed a visit to the rest of Rhino and they were more than up for it, so that's exactly what we did.

On arrival at the site we were informed that we could drop our kit in the safe zone but then our cars needed to be parked in a different area due to space restrictions. We were then directed to what I can only describe as, the most grand and glamorous car park ever! A huge courtyard with an old fountain in the centre, I presumed this was the riding school itself and the game area was the resident dorms. So I parked my car up and as I set off to walk back to the safe zone, I was offered a lift back up there from a very friendly chappie driving a very bright orange Ford pick up.

The safe zone comprised of a couple of the dorms, one being used as ready rooms and one as the signing in area, which also included a small shop selling the usual essentials and chocolate, crisps and pop etc. etc. Once ready we were directed outside to a small courtyard for the day's safety briefing.

The safety briefing was delivered in a very friendly and precise manner, which covered all the necessary points and even covered parts of the grassed area that may still be a touch boggy, so extra care must be taken. Briefing over and it was time to play, so we were sent back to the ready room for final prep and it was game on.

Now it wasn't until we came out for the start of the first game that I realised how small the gaming area was. It

comprised five, two-storey buildings quite close to each other, a few grassed areas and the courtyard. Now please don't let this put you off, as the numbers were limited to a set amount anyway and the games were all designed to maximise the playing area. So not only didn't the size of the gaming area matter but you really didn't think about it.

The first game was an attack, breach and clear game, with one team inside on "one hit and out" and the attacking team on "hit/regen". This was a load of fun with bangs and smokes really creating the desired atmosphere and effect. This was timed and we defended the building for approximately 37 minutes, with Irish being one of the last men out as usual. Our turn to attack was to take place later in the day.

So it was back to the ready room to prep up for the next game. One thing I really liked was that there was at least one marshal at the entrance to the ready room checking, that all mags were out and barrels were clear; great idea!

Next game was a typical "find the items hidden in the site" (briefcases and a radio) and whoever found the most, got the most points won. Very simple and it worked very well. Lots of full-on fighting in and around the buildings, which was most enjoyable.

Then it was time for lunch and a bit of a relax in the sweltering sunshine. Lunch was of the self-catering type but staff did offer to get sandwiches in at an additional cost, if required.

The afternoon games started with a "kill confirmed"-style game with playing cards and again, this was very well organised and run.

So now it was time for us to attack the building we defended in the first game. Lots of flashbangs and smokes went in as we did and the task was completed in 17 minutes which, we were informed, was one of the faster times.

The day was finished off with a couple of TDM style games where I just ran a pistol and again the action was full-on. By this time I am spent, it was a red hot day and the rain that came down at the end of the day was a godsend.



SUMMARY

Overall we had a good day at Wentworth, the staff were very friendly and helpful and ran the day very well without the need to speak to everyone like they were squaddies. The marshalling was very professional and fair with little or no issues to deal with. One minor irk on my part, was no response to questions asked on the event posting on Facebook - but that is a minor thing.

So would we go again? Yes we would visit this site again. Well done guys!

"LOTS OF FLASHBANGS AND SMOKES WENT IN AS WE DID AND THE TASK WAS COMPLETED IN 17 MINUTES WHICH, WE WERE INFORMED, WAS ONE OF THE FASTER TIMES."



Airsoft ACTION

"...the airsofter's magazine of choice!"

DIGITAL EDITIONS

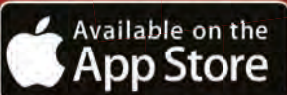


Got a digital device?

Then you can take your favourite airsoft magazine with you!

Airsoft Action is available to read on just about every type of digital device, including iOS, Android, Windows 8/10 and PC, with apps that can be downloaded FREE from any app store.

Airsoft Action is available on PocketMags, Readly and Magzter and is supported by apps for all major devices.



HUEY'S

MILITARY-TACTICAL-OUTDOOR

Multicam Black & Tropic
A-TACS AU, FG & LE
AOR1 & AOR2
All Krypteks

Tel: 0114 286 4192
WWW.HUEYS.CO.UK



OPS Tactical
Gen2 IDA Shirt
Multicam Tropic
£78.75



Mechanix
Original
Multicam
£19.99



Arc'Teryx LEAF
Drac Jacket
Wolf Grey
£174.99



LBX Tactical
Assaulter Shirt
Multicam
£76.95



Smith Optics Elite
Prospect Multicam - £124.99



UF PRO
Striker XT Pants
Brown Grey
£126.50



Blue Force Gear
X3 M4 Magazine Pouches
£32.50



Ferro Concepts
The Slickster Multicam - £149.99



Haley Strategic
D3CR Ranger Green
£169.99



Many more brands and products online!

SYMBOL KEY

IS IT WOODLAND OR URBAN?
CHECK THE KEY!









-  UKARA MEMBER
-  WOODLAND
-  URBAN
-  DESERT
-  SHOP ONSITE
-  PYROS ALLOWED
-  BATTERY CHARGING
-  REPAIR SERVICE



PHOTO COURTESY OF SPECTRE

Email nige@airsoft-action.co.uk to add or change a site listing

ATROOP AIRSOFT

Clocaenog Forest, LL16 4SP
Tel: 07967 394976
www.atroop.co.uk



ABER AIRSOFT – THE BUNKER

Allt-lywd Wood Farm, outside
Llanrhystud, nr. Aberystwyth, Wales.
Tel: 07511554740
www.aberairsoft.co.uk



ABSOLUTE AIRSOFT

Maidenhead, SL6 3SS
Tel: 07871 314951
www.absolute-airsoft.co.uk



ACE AIRSOFT WAR GAMES

Holbrook Coppice,
Buidwas Bank (A4169), Buildwas,
Telford, Shropshire, TF8
Tel: 07786 192832
www.aceairsoft.co.uk



ACE AIRSOFT WAR GAMES

Tong Wood, Newport Road
Wolverhampton TF11 8PN
Tel: 07786 192832
www.aceairsoft.co.uk



ACE COMBAT

Kent, TN12 7DG
Tel: 01303 814803
www.acecombat.co.uk



AIRBORNE 101 AIRSOFT CLUB

Downpatrick, Co. Down, BT30
Tel: 07718 032541
robinsonm24@btinternet.com



AIRSOFT ASYLUM

North Lanarksire, ML7 5
www.airsoftasylum.webs.com



AIRSOFT COMMANDOS

Sutton, near Ferrybridge
Tel: 07723 061386
andyace@ntlworld.com



AIRSOFT KGB

Porkellis Moor near Helston,
Cornwall, TR13 0
Chef1322@hotmail.com
www.kgbairsoft.com



AIRSOFT PLANTATION

Goatsmoor Lane, Billericay, CM4 9RS
Tel: 07534 636289 / 07771 556395
www.theofficialairsoftplantation.co.uk
theofficialairsoftplantation@gmail.com



AIRSOFT SKIRMISH

Stoulton, WR7 4QW
Tel: 07764 587410
www.airsoftskirmish.co.uk



AIRSOFT SKIRMISH CQB

Studley, B80 7LY
Tel: 07764 587410
www.airsoftskirmish.co.uk



ALL ARMS AIRSOFT

Near Trawden, BB8 8SN
Tel: 07909 683464
www.allarmsairsoft.co.uk



ALPHA 55

Halkyn Wood, North Wales
CH8 8DF
Tel: 0845 257 6937
www.alpha55.co.uk



ALPHA ELITE GAMING

Le Mont de Rozel, Jersey, JE3 5
Tel: 01534 733697
www.aegairsoft.je



AMAZON EVENTS

Hellingly, East Sussex, BN27 4HL
Tel: 0844 2570433
www.amazonoutdoorevents.co.uk



AMBUSH ADVENTURES – CHOBHAM

Chobham, Surrey, GU24 8SL
Tel: 01252 315225
www.ambushadventures.co.uk



AMBUSH ADVENTURES SOUTHAMPTON

New Forest National Park, SP5 2DW
Tel: 01252 315225
www.ambushadventures.co.uk



APOCALYPSE AIRSOFT

Sittingbourne, Kent, ME9 7QP
Tel: 07872 348 576
www.apocalypseairsoft.com



ARENA AIRSOFT

Grimsby, DN31 3JD
Tel: 07752 404060
www.arenaairsoft.com



AWA HERTS

Sawbridgeworth, Herts, CM23 4BJ
Tel: 07732 184957
www.awaherts.com



BADLANDS AIRSOFT

Rowlands Castle, Hamps PO9 6DP
Tel: 07534 465589
www.badlandsairsoft.co.uk



BARNSELY AIRSOFT

Shafton, Barnsley, S72 8RE
Tel: 07779 236166
www.barnsleypaintball.co.uk



BATTLETEC AIRSOFT

La Couture, Guernsey, GY1 2
Tel: 07781 104068
www.battletec.co.uk



BETTER BATTLES

Ravenshead, Notts, NG15 9DH
Tel: 07967 940043
www.better-battles.com



BLACKDAGGER AIRSOFT

Grasscroft Wood, Barlow Lees Lane,
Dronfield, S18 7UR
www.blackdagger-airsoft.co.uk



BLUESTREAK AIRSOFT

Westcott Venture Park, Westcott,
Aylesbury, HP18 0XB
Tel: 01296 658600
www.bluestreak-airsoft.co.uk



BORDERLINE AIRSOFT

51 Green Road, Ballyclare, Co. Antrim
Northern Ireland, BT39 9PH
Tel: 028 9303 7030 or 07729219341
www.borderlinecombat.com



BRAVO 2-2 AIRSOFT

Leisure Lakes, Mere Brow,
Southport. PR46JX
Tel: 07790 715059
www.bravo22airsoft.com



BRISTOL AIRSOFT

Bristol, BS1 2HQ
Tel: 07776 288826
www.bristolairsoft.com



BRIT-TAC AIRSOFT

Sheffield, S2 5TR
Tel: 07795 631331
www.brittacairsoft.com



BUNKER 51

Charlton, SE7 8NJ
Tel: 0870 7549653
www.wolfarmouries.co.uk



C3 TACTICAL

Longhope, Gloucestershire,
GL17 0PH
Tel: 07597 938011
www.c3tactical.co.uk



CERBERUS AIRSOFT – THE COMPLEX

Horsforth, Leeds LS18 4RP
Tel: 07891 469492
www.cerberusairsoft.co.uk



CERBERUS AIRSOFT – THE SANDPIT

Bradford, BD2 1BQ
Tel: 07891 469492
www.cerberusairsoft.co.uk



CERBERUS AIRSOFT – RIVOCK EDGE

Keighley, BD20 0LS
Tel: 07891 469492
www.cerberusairsoft.co.uk



CERBERUS AIRSOFT – SHEFFIELD WOODLAND

Sheffield, S6 6JE
Tel: 07891 469492
www.cerberusairsoft.co.uk



CHESTERFIELD IMPERIAL AIRSOFT

Brimington, Chesterfield, S43 1DQ
www.cia-airsoft.co.uk



CLOSE ACTION AIRSOFT

Corby, NN17 3BB
Tel: 07740 165787
www.close-action.co.uk



COMBAT ACTION GAMES

Maryland, Norfolk, NR10 4
Tel: 07748 023832
www.facebook.com/combatactiongames



COMBAT AIRSOFT

Just off the A11 outside Thetford Norfolk
follow signs for Combat Paintball
Tel: 07703 045849
www.combatairsoftgames.co.uk



COMBAT SOUTH URBAN

Portsmouth, PO6 3LS
Tel: 02392 655636
www.combatsouth.co.uk



COMBAT SOUTH WOODLAND

Fareham, PO17 5ND
Tel: 02392 655636
www.combatsouth.co.uk



CONTACT! FIGHT SCHOOL

Kelvedon Hatch, Essex, CM14 5
Tel: 01438 368177
www.thefightschool.demon.co.uk



COOL UNDER FIRE

Doddington, Kent, ME9 0JS
Tel: 07960 532613
www.coolunderfire.co.uk



CORNWALLS ELITE AIRSOFT

Truro, Cornwall, TR2
Tel: 07863 240153
www.cornwallseliteairsoft.co.uk



COTSWOLD AIRSOFT

Bourton Woods
On the B4479, Blockley
Near Bourton-on-the-hill
www.cotswoldairsoft.co.uk
Tel: 07724629140



CUMBRIA AIRSOFT

Dumfries, DG12
cumbria.airsoft@virgin.net
www.cumbria-airsoft.com



DANGER CLOSE AIRSOFT

Ellough Lark Raceway,
Benacre Road, Ellough,
Norfolk
Tel: 07455 906132



DARKWATER AIRSOFT

Hythe, Kent CT21 5SL
Tel: 07947 558433
www.darkwaterairsoft.co.uk



DELTA TEAM 3

Skelmersdale, Lancs WN8 8UT
Tel: 07986 053076
www.deltateam3.co.uk



DOGS OF WAR

Houston, Renfrewshire, PA6 7BP
Tel: 07853 195290
www.dow-airsoft.co.uk



DRAGON'S LAIR

Brentwood, Essex, CM15 0LA
Tel: 07703 530189
www.dragonslairairsoft.co.uk



DRAGON VALLEY AIRSOFT

Caerwent Training Area, South Wales,
NP26 5XL
Tel: 07921 336360
www.dragonvalley.co.uk



DOG TAG AIRSOFT

Horsham, West Sussex, RH12 4SE
TEL 01293 852 314
www.holmbushpaintball.co.uk/airsoft



ELITE ACTION GAMES – WORTHING

Worthing, BN13
Tel: 01784 433023
www.eliteactiongames.com



ELITE BATTLEZONE

Bexley, Greater London, DA5 1NX
Tel: 07968 448475
www.elitebattlezone.co.uk



EXPERIENCE AIRSOFT

Swindon, Wiltshire, SN5 0AN
Tel: 01380 728982
www.experienceairsoft.co.uk



FIREFIGHT COMBAT SIMULATIONS

Lewisham, SE13 5SU
Tel: 07973 240177
www.firefight.co.uk



FIFE WARGAMES

St Andrews, KY10 3XL
info@fifewargames.co.uk
www.fifewargames.com



FINMERE AIRSOFT

Buckingham, MK18 4JT
Tel: 07976 184897
www.finmereairsoft.com



FIREBALL SQUADRON

Sutton Coldfield, B75 5SA
Tel: 07582 684533
www.fireballsquadron.com



"Situating just off the M6 / M6 Toll, JD Airsoft
is THE biggest retailer of airsoft products
and consumables in the heart of the UK."

Join the Revolution...



- 4,000 SQFT SUPERSTORE
- OPEN 7 DAYS A WEEK
- LATE NIGHT THURSDAY
- DUAL FIRING RANGE
- INTERACTIVE SHOOTING SIMULATION
- WEB BASED POINT OF SALE
- FREE TWO TONE WHILE U WAIT
- HUGE STOCK ON HAND
- SOFA / DRINKS MACHINE
- EXPERIENCED STAFF MEMBERS
- FRIENDLY SERVICE & ADVICE
- OCCASSIONAL CAKE!

**OPEN
7 DAYS
A WEEK!**

see website for more details...

www.jdairsoft.net

**The largest airsoft retail
superstore in the UK**

f JD Airsoft Ltd

Visit us on Facebook for all the latest
product updates and news.

0845 600 5144

Unit 5 Virage Park • Green Lane • Walsall Road • Cannock • Staffordshire • WS11 0NH

FIRST & ONLY: ANZIO CAMP

Leek, ST13 8
Tel: 0161 727 8863
www.firstandonlyairsoft.com



FIRST & ONLY: BUNKER WOOD

Kidderminster, Worcs, DY11 5SA
Tel: 0161 727 8863
www.firstandonlyairsoft.com



FIRST & ONLY: KHE SANH WOODS

Otley, West Yorkshire LS21 2NA
Tel: 0161 727 8863
www.firstandonlyairsoft.com



FIRST & ONLY: MANCHESTER WOODLAND

Bolton, BL7 9TS
Tel: 0161 727 8863
www.firstandonlyairsoft.com



FIRST & ONLY: THE HIVE

Middleton, Manchester, M24 1AZ
Tel: 0161 727 8863



FIRST & ONLY: THE ARMOURY

Wrexham, Denbighshire, LL13 9RG
Tel: 0161 727 8863



FIRST & ONLY: THE ACADEMY

Leamington Spa, Warwickshire, CV32 6QF
Tel: 0161 727 8863



FIRST & ONLY: THE ASYLUM

Kidderminster, DY10 3PT
Tel: 0161 727 8863



FIRST & ONLY: THE OUTPOST

Kidderminster, DY11 5SA
Tel: 0161 727 8863



FIRST & ONLY: SLEEPY HOLLOW

Bridgnorth, Shropshire, WV16 5LS
Tel: 0161 727 8863



GROUND ZERO WOODLAND

Ringwood, Hampshire, BH24 2DF
www.groundzerowoodland.com



FREE FIRE ZONE

Farcet, Peterborough, PE7 3DH
Tel: 01733 247171
www.freefirezone.co.uk



FRV AIRSOFT

Annacloy, Downpatrick, BT30 8JJ
Tel: 07730 586926
www.frvairsoft.com



GASS AIRSOFT – PENN

Penn Bottom, Bucks, HP10
Tel: 07907 788970
www.gassairsoft.co.uk



GASS AIRSOFT – PIDDINGTON

Piddington, Oxfordshire, OX25 1
Tel: 07907 788970
www.gassairsoft.co.uk



GRANGE FARM AIRSOFT

Leicester, LE9 9FP
www.gingerliberationfront.com



GREENZONE COMBAT

Co. Armagh, BT60 1NE
Tel: 07772 919974
www.greenzonecombat.com



GUN HO AIRSOFT

Guisborough, TS7 0PG
Tel: 07525 435696
www.gunhoairsoft.co.uk



GUNMAN AIRSOFT – CAMBRIDGE

Bury St Edmunds, Suffolk, IP28
Tel: 07854 277264
www.gunmanairsoft.co.uk



GUNMAN AIRSOFT – MIDLANDS

RAF Honiley/The Grange
Frogmore Grange, Frog Lane, Balsall
Common, West Mids CV7 7FP
Tel: 01676 532 384
info@suspensionofdisbelief.co.uk
www.shop.suspensionofdisbelief.co.uk



GUNMAN AIRSOFT – NORWICH

Norwich, Norfolk, NR10
Tel: 07854 277264
www.gunmanairsoft.co.uk



HILTON PARK AIRSOFT

Wolverhampton, WV10 7HU
Tel: 08000 354490
www.paintballuk.com



HOMELAND TACTICAL AIRSOFT

Spanby, Lincs, NG34 0AT
Tel: 07971 560249
facebook.com/HomelandTacticalAirsoft



HUMBER AIRSOFT

North Lincolnshire, DN21
www.humberairsoft.co.uk
Tel: 07792 680297



ISLAND RECON AIRSOFT COMBAT

Near Shorwell, Isle of Wight, PO30
Tel: 07964 751047
www.islandrecon.co.uk



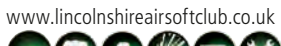
LAND WARRIOR AIRSOFT

Gorebridge, Midlothian, EH23 4LG
Tel: 0131 654 2452
www.airsoftedinburgh.co.uk



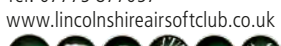
LAC SITE 1

Gainsborough, North Lincs,
DN21 4JH
Tel: 07775 877057
www.lincolnshireairsoftclub.co.uk



LAC SITE 2

Gainsborough, North Lincs,
DN21 4JH
Tel: 07775 877057
www.lincolnshireairsoftclub.co.uk



LAC SITE 3

Saxillby, LN1 2JW
Tel: 07775 877057
www.lincolnshireairsoftclub.co.uk



LAC SITE 5

Kirton Rd, North Lincs, DN16
www.lincolnshireairsoftclub.co.uk



LINDSEY AIRSOFT

Manby, Lincolnshire, LN11 8HE
Tel: 07955 487983
www.lindsey-airsoft.co.uk



MATLOCK COMBAT GAMES

Matlock, Derbyshire, DE4 5FW
Tel: 07974 507166
www.matlockcombatgames.com



MAW

Melton Mowbray, Leicestershire, LE14
Tel: 07793 404346
1midaw@gmail.com



MIA

Cornwall, EX23 9JL
Tel: 01288 331748
www.airsoftsouthwest.co.uk



MILITARY OUTDOOR ADVENTURES

Wrightington, WN6 9PL
Tel: 01942 514724
www.militaryoutdooradventure.co.uk



MILSIM UK

Checkley, Staffordshire, ST10 4NS
Tel: 07523 916607
www.milsimuk.co.uk



NCIS AIRSOFT

Edinburgh, EH14 4
nick@ncis-airsoft.co.uk
www.ncis-airsoft.co.uk



NOMAD AIRSOFT

Fenwick, Ayrshire, KA3 6AY
Tel: 07904 998250
www.nomadairsoft.com



NORTHERN ALLIANCE AIRSOFT

Thirsk, North Yorkshire, YO7 3LQ
Tel: 01845 565465
www.northernallianceairsoft.co.uk



NORTHFLEET CQB

Northfleet, Kent, DA11 9AA
Tel: 07968 448475
www.elitebattlezone.co.uk



NSC AIRSOFT

Hetton, Sunderland, DH5 0
Tel: 07983 333521
www.nscairsoft.co.uk



NTAC

Durham, DL4 2ER
Tel: 01642 281220
www.ntac.co.uk



OBAN AIRSOFT – HILL ARGYLL

Argyll and Bute, PA37 1
Tel: 07967 710185
www.argyllsurplus.com



OP-TACTICAL UK – TEAN-OPS

Tean, Staffordshire, ST10 4JT
Tel: 07964 990831
www.op-tac.co.uk



OVER THE TOP AIRSOFT CLUB

Anglesey, LL71
www.ottairsoft.co.uk
Tel: 07731 744471



PATHFINDER GROUP AIRSOFT MILITARY SIMULATION

Former RAF Camp Sopley/Merryfield
Park, Hants, BH23
Tel: 02380 899369



PHOENIX AIRSOFT

Welbeck Airsoft, Academy, Budby Road,
Notts NG20 9JX
Tel: 07956 587213/01623 812483
www.phoenix-airsoft.co.uk



PLATOON 1HQ

Rochester, Kent, ME1 1 HQ
Tel: 01634 829063
www.ptt-1hq.co.uk



PLAYERS OF WAR

High Bonnybridge, FK1 3AD
Tel: 07767 203979
www.playersofwar.co.uk



PREDATOR COMBAT GAMES

Ballynahinch, BT24 8NF
Tel: 02897565651 / 07825169631
www.predatorcombat.com



RAVEN'S NEST

Suffolk, IP8 4
Tel: 01473 831563
www.ravensairsoft.co.uk



RAW WAR AIRSOFT CUMBRIA

Wigton, Cumbria CA7 3SZ
Tel: 01900 85645
www.airsoftcumbria.co.uk



RED1AIRSOFT

Chislehurst, Bromley BR7 6SD
Tel: 07956 522691/01727846069
www.red1airsoft.co.uk



RED1AIRSOFT CQB

Red1 CQB. Kings Langley, WD4 8RN
Tel: 07956 522691/01727846069
www.red1airsoft.co.uk



RIFT AIRSOFT COM'S SITE 3

Chipping Warden, OX17 1LZ
Tel: 07751 586781
www.riftairsoft.com



RIFT AIRSOFT (COTTENHAM)

Cambridge, CB24 8RL
Tel: 07751 586781
www.riftairsoft.com



SECTION 8 AIRSOFT

Shotts, North Lanarkshire, ML7 5AB
Tel: 07974 026517
www.s8airsoft.com



SG1 COMBAT GAMES

Co. Londonderry, BT45 8NA
Tel: 07713 273102
www.sg1combatgames.co.uk



SKIRMISH AIRSOFT BILLERICAY

Billericay, Essex, CM11 2TX
Tel: 01277 657777
www.airsoft-billericay.co.uk



SKIRMISH EXETER

Exeter, Devon, EX4 5
Tel: 01548 580025
www.airsoftexeter.co.uk



SOUTHDOWN AIRSOFT

Petworth, West Sussex, GU28 0LR
Tel: 07766 770830
www.southdownairsoft.com



SPEC OPS AIRSOFT – BLOXWORTH

Wareham, Dorset, BH20 7EU
Tel: 07984 656947
www.specopsairsoft.co.uk



SPEC OPS AIRSOFT–THE ROCK

Portland, Dorset, DT5 2EG
Tel: 07984 656947
www.specopsairsoft.co.uk



STIRLING AIRSOFT

Coventry, CV3 6NX Tel: 07831 429407
www.stirlingairsoft.com



STORMFORCE AIRSOFT

Rugeley, Staffordshire, WS15 4LD
Tel: 07515 937633
www.stormforcepaintball.co.uk



SUSSEX AIRSOFT

Slinfold, RH12
Tel: 020 8150 9284
www.sussexairsoft.co.uk



S.W.A.T. AIRSOFT

Boathouse lane, South Wirral,
Cheshire, CH64 3TB
www.swatairsoft.eu
Tel: 07703 177756



TA EVENTS

Hemel Hemstead, Herts, HP2 7QB
Tel: 07894 059794
www.ta-events.co.uk



TACTICAL WALES AIRSOFT

Reynoldston, Swansea SA3 1AS
Tel: 01792 473336
www.tacticalwales.co.uk



TACTICAL WARFARE AIRSOFT

Warlingham, Surrey, CR6 9PL
Tel: 020 8665 1299
www.tacticalwarfare.co.uk



TECH BRIGADE

Newgate Street, Hertfordshire.
SG13 8NH Tel: 07841 713356
www.techbrigade.org



TASK FORCE SKIRMISH

Cowbridge, S Glamorgan, CF71
Tel: 02920 593900
www.taskforcepaintball.co.uk



THE BUNKER

Aberystwyth
www.aberairsoft.co.uk
Tel: 07841 462806



THE DEPOT

Glasgow, G45 9SB
Tel: 0161 727 8863
www.thedepotglasgow.com



THE DESERTERS AIRSOFT

Redford, DD11
Tel: 07751 878175
www.thedeserters.co.uk



THE EX SITE

Mold, CH7 4 Tel: 07840 001975
www.theexsitewales.co.uk



THE WARGAMES CENTRE

Lundholm Road, Stevenston,
Ayrshire, KA20 3LN
www.thewargamescentre.com
wargamescentre@gmail.com



TORRENT WARFARE

Co Tyrone, BT71 4DY
Tel: 07922 377131
Facebook: search 'Torrent Warfare'



TROJAN AIRSOFT

Macclesfield, SK10 4SZ
Tel: 07428 024874
www.trojan-airsoft.com



TROJAN AIRSOFT – OLYMPUS CQB

Weir Mill, Viaduct Street, Chestergate,
Stockport, Cheshire, SK5 7JP
Tel: 07428 024874
www.trojan-airsoft.com



UCAP AIRSOFT

Portsmouth, Hants, PO17 6AR
Tel: 07590 818881
www.ucap.co.uk



UCAP GREEN OPS

Linch, West Sussex, GU30 7
Tel: 07590 818881
www.ucap.co.uk



UCAP SANDPIT

Bean, Kent, DA2 8
Tel: 07590 818881
www.ucap.co.uk



ULTIMATE WARGAMES – FAWKHAM

Fawkham, Kent, DA3 8NY
Tel: 01268 796130
www.ultimatewargames.co.uk



ULTIMATE WARGAMES – LIMPSFIELD

Oxted, Surrey, RH8 0RH
www.ultimatewargames.co.uk



URBAN6AIRSOFT – ZONE 13

Stone, Staffordshire ST15 0QN
Tel: 07432 291729
www.urban6airsoft.com



URBAN6AIRSOFT – THE BLOCK

Wood Street, Burton-Upon-Trent,
Staffordshire, DE14 3AB
www.urban6airsoft.com



URBAN ASSAULT

Ramsey, Cambridgeshire, PE26 1
Tel: 01733 247171
www.urbanassault.org.uk



VIKING AIRSOFT

Welwyn, Hertfordshire, AL6 0UN
www.vikingairsoft.co.uk



WARMINSTER AIRSOFT

Warminster, BA12 7RZ
www.warminsterairsoft.co.uk



XSITE AIRSOFT OUTPOST

Dunstable, LU6 2EE
Tel: 01494 881430
www.xsiteairsoft.co.uk



XSITE AIRSOFT – LANE END

High Wycombe, HP14 3NP
Tel: 01494 881430



PRACTICAL PISTOL DIRECTORY

AIPSC

The Grange, Frog Lane, Balsall
Common, West Midlands, CV7 7FP
Tel: 01676 532384
www.aipsc.co.uk
Facebook: A.I.P.S.C
info@suspensionofdisbelief.co.uk
Every Monday night 7pm– 9pm
(except bank holidays)
£5 or £10 with pistol and shooting
rig hire
UKPSA-qualified coaches
UKPSA-qualified Range Officers



HALO MILL

The Penthouse
Colne Valley Business Park
Manchester Road
Linthwaite, Huddersfield HD7 5QG
Tel: 01484 840554
www.halomill.com

NORTHERN PRACTICAL PISTOL CLUB (NPPC)

Tanner Street
Burnley
Lancashire BB11 1NA
Tel: 07816 992417
www.northernpracticalpistol.co.uk
4 Indoor ranges



WATFORD PRACTICAL PISTOL CLUB

Watford
WatfordPPC@gmail.com

EBSC

MOD approved gun club
PP, IDPA, IPAS, IPSC, 2GUN
www.ebpc.co.uk
ebpracticalpistol@gmail.com
07752 713 970

ESC

Every Gun has a 12 month guarantee

The Hi Capa people, race guns for AIPSC or Skirmishing

Elite Custom pistols built to your specification from around £150.00, std TM Hi Capa's from £119.00

Elite alloy outer barrels, non drop design £34.00, threaded for silencer adapter Silver black or gold

Elite Custom 6.02mm barrels, from £24.00

Elite light weight BB unit £22.00

Elite uprated hop rubber £8.00

large selection of alloy slides, inc anodised colours, from £59.00

Elite Fibre optic sight set for Hi Capa 5.1 £32.00

CNC alloy grips from £129.00

Elite Shooting Centre
239 Summerseat Lane, Bury, Lancs BL0 9UL
07816 992417 Mail order with pleasure
email mikecripps50@aol.com
All prices inc Vat www.eliteshootingcentre.co.uk

See our website for latest prices and a huge range of custom pistols upgrades and spare parts, for TM Hi Capa pistols.

Please telephone before visiting to ensure we are open and have what you want in stock

DEALER LISTINGS

Airsoft Zone Ltd
Unit 2 Detection House
Brooklands Approach
ROMFORD
RM11DX
TEL: (44) 01708 733 275
info@airsoftzone.co.uk
http://www.facebook.com/airsoftzone.co.uk
www.airsoftzone.co.uk

BADGERTAC²
AIRSOFT AND TACTICAL EQUIPMENT
7b Canvey Road
Canvey Island
Essex SS8 0LL
01268 906 494
www.badgertac2.co.uk

LWA LAND WARRIOR AIRSOFT
Land Warrior Airsoft is the UK's leading airsoft supplier, provided 100% customer satisfaction with the best prices
Land Warrior Airsoft, 44 / 1 Hardengreen Business Park, Dalkeith, EH22 3NX
Tel: 0131 654 2452 www.landwarriorairsoft.com

Quality combat clothing, tactical footwear, professional Airsoft gear and camping equipment
Military 1st
info@military1st.co.uk www.military1st.co.uk

PRO AIRSOFT SUPPLIES
252 ARCHWAY ROAD, HIGHGATE, LONDON N6 5AX
TEL: 0208 292 6548

SHOOT N SCOOT
Coming soon, large range of "budget" S&S Enfield rifles, to include SMLE - N04 - N05 Jungle Carbine - De Lisle - L42 see online for details- CIA/facebook
www.shootnscoot.co.uk Tel: 01796 482 582

WOLF ARMOURIES
• LONDON'S ONLY ONE STOP AIRSOFT SHOP •
WOLF ARMOURIES
203 ROYAL COLLEGE ST.
LONDON NW1 0SG
CALL: 0870 754 9653 OR 0207 284 0001 EMAIL: INFO@WOLFARMOURIES.CO.UK

FLECKTARN.CO.UK
Unit 4a, Timber Yard, Lucas Green Road
West End, Surrey GU24 9YB
Tel: 08456 345196
E-mail: sales@flecktarn.co.uk

WWW.SURPLUSSTORE.CO.UK
HAVING JUST MOVED OUR BUSINESS OF 50 YEARS TO A FAR LARGER HOME WE CAN NOW DISPLAY FAR MORE OF OUR RIF & TWO TONE AEGS, GBBS AND SPRINGERS!
CRAWLEY SURPLUS STORE, UNIT 2 ACCESS HOUSE,
STEPHENSON WAY, THREE BRIDGES, CRAWLEY, WEST SUSSEX, RH10 1TN
OPENING HOURS: MON - SAT 9:30 - 5:30 (CLOSED SUNDAY)
TEL: 01293 525880 WWW.SURPLUSSTORE.CO.UK

ADVERTISERS INDEX

Land Warrior Airsoft	2
RedWolf Airsoft	3 + 34 + 79
Airsoft Zone	7 + 61
JD Airsoft	9 + 24 + 94
WE Airsoft Europe	15
FireSupport	18 + 19
Airsoft World	29 + 100
ActionSportGames	39
BadgerTac	40
VIPER Tactical	45 + 54
Helikon-Tex	49
Pro Airsoft Supplies	64
Silvermans	68
Crawley Surplus Supplies	68
NoVAT	69
Dragon Valley	69
Military Outdoor	69
Tactical Airsoft Shop	69
Gunman Airsoft	75
Percy Publishing	83
Airsoft Action Digital Subscriptions	90
Hueys	91
Elite Shooting Centre	97
Military 1st	99
Airsoft World	100



Military1st.co.uk



GEAR UP FOR ACTION!

Brandit

SURPLUS
EASY WASHABLE

5.11



BRANDIT
WOODSON PARKA
— £79.95 —



BRANDIT
VINTAGE DIAMOND
PARKA
— £89.95 —



BRANDIT
VINTAGE EXPLORER
STARS & STRIPES
JACKET
— £79.95 —



BRANDIT
VINTAGE EXPLORER
JACKET
— £74.95 —



BRANDIT
M-65 CLASSIC
JACKET
— £44.95 —



BRANDIT
M-65 GIANT JACKET
— £79.90 —



BRANDIT
M-65 VOYAGER
WOOL JACKET
— £79.95 —



BRANDIT
BRONX JACKET
— £89.95 —



SURPLUS
XYLONTUM SUPREME
JACKET
— £109.99 —



SURPLUS
RAINCHEATER
PARKA
— £89.99 —



SURPLUS
TROOPER SUPREME
PARKA
— £99.99 —



SURPLUS
STONESBURY
JACKET
— £49.99 —



SURPLUS
M65 REGIMENT
JACKET
— £79.99 —



SURPLUS
M65 JACKET
— £44.99 —



5.11
TACLITE M-65
JACKET
— £117.00 —



5.11
TACLITE ANORAK
JACKET
— £117.00 —



5.11
INSULATOR
JACKET
— £112.50 —



HELIKON
GENUINE M65
JACKET
— £67.50 —



HELIKON
LEVEL 7 WINTER
JACKET
— £139.00 —



HELIKON
HUSKY WINTER
TACTICAL JACKET
— £139.00 —



MIL-TEC
N-3B FLIGHT
JACKET
— £64.99 —



MIL-TEC
N-2B FLIGHT
JACKET
— £59.99 —

Shoot your load with accuracy!



BALLISTIC AIRSOFT WARE

5000

**HIGH PRECISION
TOURNAMENT GRADE
AIRSOFT AMMUNITION**

0.20g
6MM

*5.95MM +/- 0.01MM



<http://www.airsoftworld.net>



 0333 3449 555

4 Main Street | Crossgates | Fife | KY4 8AJ